

Swords and Sorcery

Underworld

Gold Edition – v2.0.24



User's Compendium of Rules

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Prologue

A party of six leaves the Inn of Gladiators, almost unnoticed. Yet they set off on a perilous quest in the midst of chaos, and for the sake of all.

The events that lead to such desperate and unlikely measures were as follows.

Peace and Prosperity

Peace and prosperity had prevailed throughout the known realms for decades. Swords were sheathed and sorcery employed by few, for the common good. Rival factions had long turned to a state of compromise and mutual collaboration. The Elven Wars were a distant but vivid memory that kept the occasional bloodlust at bay in favor of more civil means to settle quarrels.

Sudden Collapse

Unnatural creatures of mysterious origin unite in hordes. They spread chaos within hours throughout lands left unprepared for the onslaught.

Refugees

Populations rush to the realm's last standing fortifications for sanctuary. The countryside is left at the mercy of the assailants and those unable or unwilling to flee are left to face certain death.

Brigandry and Starvation

Food and water supplies are sorely stretched. Might and ruthlessness govern survival in the streets where guards and militia struggle to maintain order.

Those few with some gold left in their purse find temporary shelter in the inns and taverns.

Rebellion

Amidst the ruin and despair, facing depleting funds and the prospect of outliving the innkeeper's hospitality, a band of six travelers decide to unite their strength and take action.

They vow to escape the relative security of the town, find and destroy the cause of their lost freedom.

Character Creation

It will be your task to determine the composition of this party and lead them on their journey. They will be weak and ill-prepared for the task at hand. Lead them wisely and their gains in strength and ability might make them a match for the challenges that lay ahead.

Start a **(N)ew game** from the title screen. After reading or **(s)kippping** the intro you will be directed to the party in town screen. There you will be able to either:

- select existing characters (A-F) and **(A)dd** them to the party or
- create a **(N)ew** one.

(N)ew Character:

Creating a new character takes you to a dedicated character creation screen.

- 1) **(R)oll** or **(R)eroll**.
- 2) Pick a class among the available choices (A-F).
- 3) Pick a race ((H),(E),(D),(G)).
- 4) **(V)alidate** and enter character's name.

It is recommended to read the class and race descriptions before finalizing your selection.

- Strength determines damage.

- Strength and accuracy determine distance damage.

- Accuracy determines hit probability for both distance and melee attacks and thievery.

- Endurance determines hp gain when levelling and adds 20% of its value to armor.

- Intelligence determines spell power for sorcerer.

- Spirit determines spell power for priest.

- Thievery has some impact on assassination. It is greater for ranged assassination. This compounds the importance of accuracy for rogues a bit.

You've finished character creation when you have at least six worthy characters in your roster. (Existing characters can be **de(m)oted** to free their slots for custom-built characters).

Select a character (A-F) then **(A)dd to party**. Repeat until the party is full (6 characters). Note that the order you include them in will determine the actual lineup order when adventuring.

It is recommended to **(S)ave** at this point. This will take up the first of 45 available save slots.

You are now ready to **Start (T)ravels**.

Classes

When creating a character you can choose one of six classes (intentionally generic as this is, after all, a throwback to a long lost era of goodness).

Knights

Knights are driven by a code of conduct primarily based on service and loyalty to the sovereign. They are ruthlessly efficient in close-quartered battle and can withstand substantial damage. Skills: Ambidextria at level 5, Powerhouse at level 9 and Berserk at level 11.

Paladins

Paladins are knights with a self-proclaimed mission. While their benevolent spirit makes them somewhat less destructive in battle, it enables them to learn priest spells once past a certain level of

experience. Their ability to heal, fight and withstand damage makes them resourceful backups to the more fragile priests.
Skills: None.

Archers

Their weapons of choice fire arrows, or quarrels. They typically inflict less damage than their blade wielding counterparts but their extreme reliability compensates this relative weakness. They are also the only class that can use missile weapons while engaged in melee.
Skills: Burst at level 7 and Barrage at level 11.

Rogues

Rogues rely on their ability to strike when unseen. This allows them to circumvent enemy armor. They are also very proficient lock pickers.
Skills: Ambidextria at level 5, Stun at level 7 and Bleed at level 11.

Priests

They cultivate spirit and the practice of benevolent magic. Their abilities include the curing of various ailments and wounds as well as a tendency to repel malevolence. Many of their spells require Holy Water which they create themselves from regular water.
Skills: None.

Sorcerers

Sorcerers are potentially the most destructive but they are a fragile kind. They rely on intelligence and runes of power that they can memorize for higher spells (1 per intel point).

Races

Humans

Being the most down to earth and pragmatical, humans have developed a relative immunity to mind influencing spells.

Elves

Elves are creatures of nature. As such, they have inherent resistance to nature's ailments including poison and disease.

Dwarves

Dwarves have long standing practice with nights spent drinking strong ale by raging fires and are therefore less likely to be affected by fatigue.

Gnomes

Shy yet not necessarily weak beings that have developed a liking for concealment. Their skill for thievery is increased by 30%.

Skills

As characters gain levels, they evolve with the learning of new skills. All non-casters (Knights, Archers and Rogues) see their tactical roles evolve thanks to these. Paladins, as we've seen, evolve into a knight/priest hybrid with the learning of priest spells starting at level 5 (and ending at level 13).

Note that all skills are left unused when a character carries a shield. These are cumbersome and hinder movement. It is still interesting to have shields available in case further protection is needed in a given battle, however.

Ambidextria

Rogues learn this skill at level 5 and Knights acquire it a little later, at level 7. This allows the character to wield two one-handed melee weapons. The damage bonuses stack, therefore making the character potentially much more dangerous.

Burst

This is strictly reserved to archers when they reach level 7. It allows them to shoot a burst of three arrows instead of a single one. Maximum damage inflicted is lessened, however, by approximately 30%. Archers shoot the selected target and the next two in line.

Stun

Rogues acquire this skill at level 7. It allows them to incapacitate a single monster for a duration that depends on damage and thievery scores relative to the monster's power. Assassination bonuses gained from items and enchantments factor in as well. **Rogues must be in stealth mode for this option to be available.**

Powerhouse

Knights acquire this skill at level 9. The previously acquired ambidextria skill is enhanced and they can wield two two-handed weapons, greatly increasing their damage potential.

Berserk

Knights acquire this skill at level 11. At the cost of 25% of their base hit points, knights enter a killing frenzy and strike all monsters in melee range. Damage dealt is actually about 30% higher than with normal blows.

Barrage

Archers learn Barrage at level 11. This allows them to shoot all visible targets in a given round, but with a substantial damage penalty of roughly 60%. This skill is extremely useful against physically weaker enemies that can nonetheless be a nuisance, or simply to put a quick end to a group of inferior enemies.

Bleed

Rogues gain this skill at level 11. It enables them to inflict a bleeding wound that weakens the target over time. What makes this skill especially deadly is that used repeatedly, the damage newly inflicted to the monster stacks with the bleeding inflicted in previous rounds. This is very useful against large enemies. **Rogues must be in stealth mode for this option to be available.**

The party is typically capable of achieving final victory at level 15, given they have found the most advanced equipment. This generally requires roughly 40 hours of gameplay.

Exploration

Welcome to Highnest! You've just begun your journey which will take you through 20 15x15 maps filled with challenging foes and puzzles.

Game options:

Game o(p)tions will affect gameplay. These will be saved for present and future sessions, but can be modified anytime. They include mouse control, game speed, auto-mapping, windowed mode, sound and music (de)activation.

You will also find access to game statistics, this manual, community forums, saving and loading games.

F(n) options are active regardless of whether the o(p)tions menu is open.

F(10) saves the game in the Inn/bailout slot and ends the game. You can use the mouse (if active) or the keyboard for all options.

The MOUSE WHEEL moves your party forward and back. Left or right clicking on the WORLD VIEW turns your party 90° in the corresponding direction.

The directional pad on the bottom right can be used with the mouse to the same effect.

Arrow keys and I,J,K,L are the keyboard hotkeys for movement.

Other Party Controls:

(Q)uests opens the quest log, which lists tasks that you are expected to carry out by NPCs found throughout the game.

(M)aps opens a large version of the automap that appears on the top right corner (if activated). This version of the maps includes flags indicating important spots found on each map. It also gives access to a **(W)orld Map** feature that represents the game world and icons representing the areas that have been discovered.

(S)earch initiates a thorough search of the square your party occupies. While loot is automatically acquired after combat, numerous items and treasure require this function to be found.

(U)nlock will remain grayed and unavailable until your party tries to go through a locked door. Success unlocking depends on the character chosen to carry out this task, his/her thievery proficiency and the difficulty level of the lock.

(R)est allows the party a night's rest. This causes all lost HP and SP to be regenerated, given each party member has one unit of food and water to spare. This regeneration will not take place for a character that suffers from poison or disease, but will in fact worsen his or her condition. Potions and other enhancements such as Blessed or Armored will wear off. Note that when the party rests in the comfort of an inn, where spellcasters can both replenish their HP and recast existing enhancements, these will still be there the next morning.

(C)haracters opens a quick overview of each character with their conditions (main and secondary), their HP and SP, and active effects on the party.

(O)rder allows you to swap characters.

(1-6) opens the character's panel, which is detailed in the next chapter.

(ESC) quits the game. After confirmation, you are redirected to the main menu. Note that all progress since your last save will be lost.

Character Panel

This panel can be accessed from character creation. In this case only two options appear: **(A)dd to Party** or **(R)emove from party**, depending on whether the character is in or out at that moment, and **(X) Back** returns to the character list.

The second and most common point of access is the world view, giving access to all options.

The third is during battle. Access to the character panel during combat allows using, equipping and packing. The first uses a turn while the other two do not.

Top Third:

Character attributes and miscellaneous information. The information displayed here is mostly self-explanatory. A few things do however require some clarification.

There is a rank displayed before the character name. Promotions are gained in the arena.

HP and SP stand for hit points and spell points.

The conditions displayed start with the primary condition, followed by secondary conditions.

Damage and Distance respectively determine the character's ability to inflict melee damage and distance (ranged) damage. The latter is only applicable if the character can use a ranged weapon (whether he/she carries one and if her positioning in battle allows it). *Only Archers can use ranged weapons when in melee.*

Holy Water and Runes are specific to Priests and Sorcerers (See chapter 14).

Thievery determines a character's proficiency picking locks. It also determines in part the amount of damage Rogues inflict using class specific combat skills (Assassination...).

Middle Third: The Inventory.

The inventory has nine equip slots and nine backpack slots available.

Whether an item can be **(E)quipped** depends on the item's class limitations and, of course, whether a similar item is already worn. Some items can be doubled if a character is ambidextrous and an unlimited number of rings can be worn.

When an item is found, it will generally be stored in the first character with available backpack space.

Character Options:

The bottom of the character panel lists his/her options.

On the left **(1-6)** or **arrow keys** select other characters and **(X) Back** leaves the panel. Then there are the actual options.

(U)se, followed by the selection of an inventory item, puts that item to use (if it is useable).

(D)iscard, followed by an item selection, removes this item from inventory. This cannot be undone and sometimes will not be permitted.

(E)quip, followed by an item selection in the backpack, equips that item if all conditions are met (class restrictions, currently equipped items, available equip slot, and whether the item can actually be equipped).

(P)ack, followed by an equipped item selection, stores the item in the backpack given there is an available slot there.

(T)rade opens a double panel. On the left, the character whose panel was open when the trade option was selected. On the right, the character who was selected for the receiving end. Once the trade function is active, several options are available:

- F1 toggles focus to the other character.
- F2 toggles packed and equipped inventory for the focused character.
- F3 switches to describe mode. Selecting an item then opens a description instead of proceeding with trading it.
- Right / Left arrow keys: switches the focused character to the next / previous character.
- (A-I) or (1-9) will transfer the corresponding item if describe mode is off.

Describe (I)tem, followed by any item selection, provides a brief description of the item and its attributes.

S(k)ills opens a list of the character's learned skills, which in turn offers a description of these skills when clicked upon or if the indicated hotkey is used.

(M)agic occupies the same slot as skills when viewing a spell caster's panel. This opens the spell book and gives access to non-combat spells.

Non-Player Characters

The world is populated by many. Some will be of interest to your party in some way, in which case interaction with these Non-Player Characters (NPCs) will help shape the outcome of your journey.

Some will give you quests, aiding you in return with either gold or the opportunity to increase your party's experience.

Some will offer services or information.

Some will try to deceive you.

The Inn

Your point of entry into the world is an inn called Gladiator's Inn. You start in a small mountain town called Hightest, a rough frontier town.

Inns (this one and others) offer shelter and rest. Given the unrest and dwindling populations with the means to pay for this service, and the hope invested in adventurers to help resolve the crisis at hand, inns will not charge you.

Entering an inn will also save the game in a single slot called Inn/Bailout (more about bailout in chapter 12).

Saving at the inn offers a few perks, such as not using a unit of food and water and keeping all buffs active and not being impacted by poison or disease.

The Temple

Numerous ailments can affect your characters. Sometimes your party will have the means to ensure the affected character's recovery (potion, priest spell, or just resting). If not, the temple may be that character's only hope.

Temple services are not freely given. Try to have some extra gold available in case these services become necessary.

Temples can also simply replenish HP and SP.

The Blacksmith

The blacksmith's services will come in handy quite frequently. There you can acquire armor and weaponry, but also miscellaneous items that can prove very useful. The blacksmith will also offer to purchase items you find no use for, making him an interesting source of funds.

The Tavern

The Tavern offers to replenish your food supplies. This is a very straight-forward but inestimable assistance. None of the creatures of the underworld are edible. The general population is starving. This has a serious impact on food prices.

The Training Ground

The training ground turns experience into increased abilities and attributes. Each level requires passing an experience threshold. The trainer will require a fee to guide your character. If both gold and experience requirements are met, the character will be offered to gain a level. The typical result of leveling is a slight increase of each of the character's attributes. For many class and level combinations, new skills or spells are acquired as well.

The Arena

Numerous arenas can be found throughout the realm. Highest hosts one of them. But its remote, inaccessible location makes it difficult to attract quality contestants so the Highest authorities make do with captured wild animals and convicted criminals. Arenas offer a quickly accessible source of

experience and gold, but also prestige. Victory earns fighters a new title if that level of difficulty was not successfully undertaken before.

Combat

The majority of encounters will be hostile. The crisis described previously makes the towns dangerous and competition for food, water and the most basic comforts very... unforgiving.

The underworld will be no less dangerous, although there the motivations for trying to cut your characters' throats will vary.

The opposition found there will also tend to be more efficient.

Combat Interface:

It is divided into three parts.

The enemy takes up about half of the screen. They are represented by a list of 'monster' names on the top left corner. The first in line is at the bottom, (close to the party) while the furthest is at the top.

Enemies in melee are marked with a '+'.

The first enemy in line is illustrated at the top right of the interface.

The second part is combat options. These are layed out horizontally across the middle of the screen. Those that require some clarification will be described shortly.

The third part represents the party and several party options. Much like in the world view, the characters are in a three-row formation.

Characters in melee are marked with a '+'.

Auto mode: The first 'party option' is represented by the skull to the right. Clicking on it will engage automated fighting. Each character will (F)ight the first monster in line until battle is resolved. Archers will rather (S)hoot, as it is their specialty, given they carry a missile weapon. Rogues will (A)ssassinate if they are in stealth mode. The auto mode hotkey is **CTRL+A**.

Clicking on the skull again and holding down the left button, or using CTRL+A again, will end auto mode.

Combat (L)og: Using this option opens a scrolling list of past combat moves. Both party and enemy actions are recorded.

(V)iew Char: this opens the character panel. It is only accessible to the character whose turn is up. Actions during combat are restricted to equipping, packing, discarding, describing and using items.

(C)har List: The character list gives access to the same party overview that is available from the world view and was previously described in chapter 3. **(O)ptions** opens the same list of options as described in chapter 3, but with some restrictions. It is not possible to save during combat other than by using F10, which takes you to the map's safest location and saves in the Inn/Bailout slot...

Combat options:

Most combat options are self-explanatory. Here is a brief overview of those that may require some clarification.

Ste(a)lth is available only to Rogues. using this option renders the character 'unseen', a state in which he/she will be able to **(A)ssassinate** during the next turn, given the stealth condition has not been removed.

- **!!! Rogues must have full health for Stealth to be activated. It will be lost if they are harmed.** Note however that the stealth state will make them undetectable as targets but that they can still be harmed by attacks that affect the entire area (fire breathing, poison spray, etc...)

(M)agic is available to spell casters and will open their spell book. Spells will only be available if they are combat spells and if the required SP, Holy water and/or Runes are available.

(T)actical Options: These options allow the character to manage timing and distance from the enemy.

Pass turn (ESC) vs (w)ait: A character may pass his/her turn, in which case all other characters and monsters will get a move before his/hers comes up again. Waiting is different. The character that waits will refrain from acting until the slowest party member has gotten a turn.

If a second party member waits, he/she will wait until the previous character has had his/her turn. Any monsters that are slower will then have their turn.

Characters can only wait once per turn.

Awa(k)en only becomes available if a companion is asleep. If a character chooses this option he/she will then select the character to awaken and 'jostle' him/her.

C(u)t loose works much like awaken, and is only available if a companion is 'entangled'.

S(h)ove allows a character to push an enemy out of melee. Success depends on the character's strength relative to the enemy's power.

Pr(e)ss Forward and **Fall (b)ack** are only available to the party leader as they are orders issued to the entire party. The first increases the number of monsters and characters in melee. The second has the opposite effect.

Extra options due to learned skills are explained in the **s(k)ills** option available in the character panel.

Injury and Death: Characters have a distinct advantage over monsters in that when they run out of HP they do not die but become unconscious. This gives other characters the possibility to 'save them' either with a healing spell or by using an appropriate item. However this situation does not last. As soon as the character is injured again, he/she dies.

Sometimes the opportunity to save a character while he/she is unconscious will not present itself. A first monster can knock a character unconscious and be succeeded by another monster that deals the deadly blow.

Poison and Disease: Each of these conditions weakens a character. Their strength, accuracy, spirit and intellect are considerably reduced by poison, and even more so by disease. The effects on combat efficiency are important so it is recommended to be prepared to have these ailments cured.

Looting: Victory gives access to spoils of war. The enemy's possessions are automatically made available to the first character with empty slots in his/her pack. Loot can also include gold and 'Runes' which sorcerers read off defeated mystical creatures and memorize. Runes are further explained in chapter 14.

Encounters

Amongst the hostile encounters, some will be randomized. The frequency of such encounters depends on the location's population.

But many encounters will not be random. Some places are far more likely to be occupied by groups or individuals that will not take your intrusions lightly (inn rooms, burial grounds...). Some of these places will quickly repopulate while others will not.

Some of those fixed encounters will occur with key enemies whose defeat reaps large rewards both in terms of loot and the advancement of the party's quest.

Spells, Spell Tables and Components

Spells cost spell points (**SP**). Higher level spells require extra components to work.

For priests the required component is **Holy Water**. He/she can 'make' that himself by casting the Holy Water spell P[1,1] on the number of units of water he/she chooses (1, 5, 10 or Max which casts the maximum allowed by SP and water supply). Priests (and later Paladins) may only carry 40 units of Holy water.

For sorcerers the required component is **Runes**. Runes are emanations from bodies of defeated enemies that have more or less strong mystical properties. A dragon will emanate many more Runes than a gnome for instance.

Sorcerers can learn as many runes as they have intellect points. If they reach 'maximum capacity' Runes gained from future victories are lost as they cannot be memorized.

Note: Spell costs in the following tables that are marked with a (*) are to be multiplied by the caster's level.

Priest Spells

Level One

1. Holy water

Cost: 1 SP and 1 unit of water per unit of Holy water

Context: Non-Combat

Target: Caster

Turns regular water carried by the party into Holy Water. The caster can choose to create just one, five, ten, or as much as can be made / carried, depending on available SP, water and space left in the flask.

2. Bless

Cost: 1 SP

Context: Anytime

Target: 1 character

Blesses a companion. This increases damage done by 10% (melee and ranged) and enables the character to inflict damage on the Undead.

3. Power Cure

Cost: 1 SP* and 1 HW*

Context: Anytime

Target: 1 character

Heals for a number of HP determined by the caster's level and Spirit score.

4. First Aid

Cost: 1 SP

Context: Anytime

Target: 1 character

Heals for 8 HP.

Level Two

Heal

Cost: 2 SP

Context: Anytime

Target: 1 character

Heals for 15 HP.

Cure Poison

Cost: 2 SP and 2 HW

Context: Anytime

Target: 1 character

Drains the target's poison and cures the poisoned condition.

Destroy Undead

Cost: 1 SP* and 5 HW

Context: Combat

Target: 1 monster

Inflicts considerable damage to any Undead target, based on the caster's level and Spirit score.

Purify

Cost: 2 SP and 2 HW

Context: Combat

Target: 1 monster

Invokes a cleansing fire within the enemy that feeds on its hostility towards the party and causes 20-25 damage, regardless of any kind of resistance.

Level three

Cure Disease

Cost: 3 SP and 3 HW

Context: Anytime

Target: 1 character

Destroys any live pathogen present in the selected party member's organism.

Dispell

Cost: 3 SP and 3 HW

Context: Anytime

Target: 1 character

Removes any non-physical condition from the character.

Elven Cloak

Cost: 3 SP and 3 HW

Context: Anytime

Target: 1 character

Covers the party in a mystical elven cloak that renders everyone invisible. This guarantees a full night's rest. Dissipates when the party moves.

Bless Congregation

Cost: 3 SP and 3 HW

Context: Anytime

Target: 1 character

Blesses the entire party, enabling them to inflict physical damage to the undead. Their ability to inflict physical damage to others is also slightly increased.

Level Four

Radiate Life

Cost: 1 SP* and 4 HW

Context: Anytime

Target: Entire party

Radiates life and restores HP for each party member, adding up to 1/3 of the caster's spirit points.

Read Mind

Cost: 4 SP

Context: Combat

Target: 1 monster

Reads the selected foe's mind, learning his attributes for battle.

Stone to Flesh

Cost: 20 SP and 4 HW

Context: Anytime

Target: 1 character

Removes the character's stoned condition.

Silence

Cost: 4 SP and 4 HW

Context: Anytime

Target: 1 monster

Silences the selected foe, preventing any incantation of magic spells. This spell can be overcome, depending on the target's power.

Level Five

Faith

Cost: 20 SP and 10 HW

Context: Anytime

Target: Entire party

Restores all HP for any party member that is still alive.

Resurrect

Cost: 30 SP and 5 HW

Context: Anytime

Target: 1 character

Calls the selected party member back from the dead.

Mindless

Cost: 5 SP and 5 HW

Context: Combat

Target: 1 monster

evokes all of the selected foe's mental capacity. It will mindlessly attack anyone located just before it. Note that the first foe in line is facing your foremost party member. Duration depends on the caster's spirit and the foe's power.

Godsend

Cost: 1 SP* and 5 HW

Context: Combat

Target: 1 or 5 monsters

Invokes a divine agent that smites either a single enemy or a group of 5 consecutive foes. Damage depends on the chosen option and the caster's spirit.

Sorcerer Spells

Level One

Burning Hand

Cost: 1 SP

Context: Combat

Target: 1 monster in melee range. Caster must be in melee as well.

Touches target with burning hands, causing 10-16 damage. Both caster and target must be in melee.

Animal Hide

Cost: 1 SP

Context: Anytime

Target: 1 character

The selected party member's skin thickens, adding 5 armor points plus a small percentage of existing armor points. The spell wears off during sleep.

Arcane Bolt

Cost: 1 SP* and 1 Rune*

Context: Combat

Target: 1 monster

The sorcerer strikes any foe with a bolt of arcane energy that inflicts damage determined by the sorcerer's intelligence.

Alert

Cost: 1 SP

Context: Combat

Target: Entire party

The sorcerer instantly awakens all sleeping party members. Especially useful if rest is interrupted.

Level Two

Ice Bolt

Cost: 2 SP

Context: Combat

Target: 1 monster

The sorcerer casts an ice bolt that inflicts 18-22 damage on any foe, in or out of hand to hand combat.

Small Sun

Cost: 1 SP* and 1 Rune*

Context: Combat

Target: 5 monsters out of melee range

The sorcerer casts a small, raging hot ball of flame within the party of foes that inflicts damage determined by the caster's intelligence on up to 5 of them. The targets must be out of melee range.

Fear

Cost: 2 SP

Context: Combat

Target: 1 monster

The sorcerer strikes any foe with crippling fear that incapacitates it. Duration depends on level and intelligence relative to the target's power.

Jump

Cost: 2 SP

Context: Non-combat

Target: Entire party

The sorcerer sends the party two squares forward, given there is no wall or other high obstacle in the way.

Level Three

Sonic Blast

Cost: 3 SP and 3 Runes

Context: Combat

Target: All monsters in melee range

The sorcerer casts a sonic blast that knocks all foes back a few feet, thus reducing the number in hand to hand combat.

Ascend

Cost: 3 SP and 3 Runes

Context: Non-combat

Target: Entire party

The sorcerer sends the entire party to the surface. The actual destination is unpredictable, but it will always be a town you have previously visited. Your current location will be remembered, and using the spell again will send you back.

Electric Chain

Cost: 1 SP* and 1 Rune*

Context: Combat

Target: 4 monsters

The sorcerer casts an electric bolt that strikes the selected foe, then the next 3, inflicting damage determined by the caster's intelligence.

Levitate

Cost: 3 SP and 3 Runes

Context: Non-combat

Target: Entire party

The sorcerer rises the party one foot above the ground, thus avoiding certain traps and other hazards the party may encounter having their feet on the ground. Lasts one day.

Level Four

Magic Carpet

Cost: 10 SP and 4 Runes

Context: Non-combat

Target: Entire party

The sorcerer creates a magic carpet that can transport the party from one town to another that was previously visited. It cannot be done underground.

Shield

Cost: 4 SP and 4 Runes

Context: Combat

Target: Entire party

The sorcerer creates a shield that blocks all projectiles sent by foes that are not in hand to hand combat.

Create Water

Cost: 4 SP

Context: Non-combat

Target: Caster

The sorcerer creates 1, 5 or 10 units of water. Unavailable if the party currently carries too much water.

Create Food

Cost: 4 SP

Context: Non-combat

Target: Caster

The sorcerer creates one unit of food. Unavailable if the party currently carries too much food.

Level Five

Portal

Cost: 20 SP and 10 Runes

Context: Anytime

Target: Entire party

Creates a portal on the spot the party currently occupies. Three portals can exist simultaneously. They can either be closed or accessed later by casting the spell again. Closing a portal costs nothing.

Prison

Cost: 5 SP and 5 Runes

Context: Combat

Target: 3 monsters

Creates a mystical prison that traps and incapacitates 3 foes. Duration depends on the caster's intelligence and the target's power.

Spirit Bodies

Cost: 5 SP and 5 Runes

Context: Non-combat

Target: Entire party

Each party member dematerializes and can move forward one step across any type of obstacle. Dissipates after movement.

Cave In

Cost: 1 SP* and 5 Runes

Context: Combat

Target: All monsters out of melee range

All foes out of hand to hand combat are struck by falling boulders that inflict 5-10 damage per level of caster. Must be underground.

Treasure and Items

Treasure comes in different forms. The most common is gold, but you cannot count on covering expenses (leveling, gear...) with gold from random encounters alone.

Some encounters will drop weapons, armor and other types of gear. Some will be an improvement over one of your character's current inventory and will find its place. Others will have no use and can be sold to a blacksmith. Some items are quite valuable.

Enchanted Items: Among the most valuable items you can find are those that have been enchanted. Those are marked with either a +1, a +2 or a +3. As the numbers suggest, +3 items have the most powerful enchantments.

The effects of those enchantments depend on the nature of the item. Some + items provide a bonus in endurance. Others will provide a bonus in intellect. Others still will improve thievery.

You can find out the nature of the improvement by reading the item's description. +1 items will add 10 to the given attribute. +3 will add 30. It will always be a multiple of 10.

Special Items: Some items will have a very precise function. Potions are the most common examples of special items but there are others. They tend to have limited charges, which are represented in parenthesis (5). Some will prove very useful and others will prove essential to the success of your party's journey.

Note: Books and notes can be read when (E)quipped, then (U)sed. Potions last until the party rests (1 day).

Hoards and Vaults: Explore, and you will find that treasure isn't always bound to an enemy's belt. Some of the most valuable items and the most plentiful sources of gold lie behind mysterious and heavily guarded doors...

Victory or Death

There is no third possible outcome. Of all the adventurers trying to fend for themselves in the chaos, it is your party that has the potential to acquire all the skills and strength necessary to change the course of events in any meaningful way. As you will soon learn, the Enemy himself knows this as well as you do.

Little do they know as they set out what is really at stake, but they will quickly find out that in their descent into darkness they bear the fledgling hopes of an entire world on their shoulders...

