

ADVENTURES IN FANTASY

BOOK OF FAERRY AND MAGIC

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INTRODUCTION

The essential variability of magic is almost limitless. This book attempts to set forth a simple system covering the operation of two major forms of that magic, the magic of man and the magic of faerry.

These two magic types have essential differences in their procedure. The magic of man is gained through the formation of ritual pacts with the force **PERSONIFICATIONS** of nature and the alignments. The magic-user serves as a focus for the utilization of **THEIR** power, or essence (for their essence is power), to **HIS** purpose. The limitations of this basic game do not allow a full attempt to delineate the procedures of this type of magic. In the near future a supplement will be completed which will expand the scope of this magic to something that will approach its true immensity.

The magic of the Faerry races achieve its effect by the Faerry magicians' ability to mold the essential force that exists in all matter. The Faerry do not gain power through gods as does man. Their magic is tapped from older sources that are the basis from which these essential personifications evolved. The Faerry have a great fear, and some loathing, of personifications and bend every effort to insure that the attention of the gods does not fall on Faerry. The basic faerry magic system is a very simplistic view at the Faerry races and their arts. In the future the attributes, and history, of these races will be discussed in greater detail. For now we hope that the players will find this section as thought provoking and playworthy as we do.

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BASIC MAGIC

INTRODUCTION

The magic system established for these rules is an effort to recreate, as simply as possible, the actual manner in which Sorcery was thought to be accomplished.

Sorcery is the art of manipulating, manifesting and **USING** the forces whose influence and rivalry dominates the environment. The powers of the sorceror are his to use on agreement with forces to whom the power of the greatest sorceror is but that of a more or less noisome fly. Can you kill a god? Yes, on the day that you can powder a mountain with a dagger.

Without further diversion then, it is my hope that you find this system as intriguing as the fact on which it is based truly is. It is in no way totally realistic but it is playable and as close as you can get it, short of a 250 page book.

MAGIC POINTS

Master you are apprenticed to must be higher than level **8 EIGHT**.

Normal magic points represent your basic innate ability to perform magic as determined by your intelligence.

INTELLIGENCE MAGIC POINTS

01-42	NONE	
43-54	1	Experience modifies the number of NORMAL MAGIC POINTS . The number of points listed in this
55-67	3	left hand table is the number that you gain per in-
68-80	5	crease in level as a magic-user.
81-95	6	
96-100	8	
101 + up	10	

In example, your character has an intelligence score of 68. At level **ONE** you would therefore have a **NORMAL MAGICAL ABILITY** of **FIVE MAGIC POINTS**. As you increase in levels this will increase such that at level 2 you have **TEN**, level 3 **FIFTEEN**, level 4 **TWENTY** and so on.

Normal spell points are used for casting non-alignment or alignment spells. In addition the Faerry, and any humans who manage to make the proper connections to learn it use these points for the casting of **FAERRY MAGIC**. Above points represent the **MAXIMUM** number that you may cast in one day.

APPRENTICESHIP:

Before a player may utilize any magic he must complete his apprenticeship. Time to complete apprenticeship for Magic is **ONE FULL YEAR**. If you do not complete the entire block of time consecutively the time spent is wasted. Example — you spend **EIGHT** months allocating faithfully and fail to allocate in the ninth month. In this case the previous eight months of study are wasted. You still may not use any more magic than you could if you had never been an apprentice at all.

Depending on intelligence your knowledge and level after completion of the apprenticeship varies as follows:

INTELLIGENCE	SPELLS	LEVEL (EXPERIENCE)	SPELLS
43-67	2(1-2pt.)	1	a(x-ypt.) a refers to the number of spells you know. x-y is the point range that you may select from.
68-95	3(1-3pt.)	1	
96 + UP	5(1-4pt.)	2	

Example: intelligence of 60 your two spells may require no more than **TWO** magic points to cast each.

Spells selected as starting knowledge may be selected from non-alignment spells only. Beyond these starting spells any other spells you desire to gain will require the full allocation of the necessary time.

These requirements are as follows:

GAIN NEW SPELL: NONALIGNMENT = TWO WEEK/ALIGNMENT = FOUR WEEKS

Time spent attempting to gain new spells of any kind must be spent in total concentration without interruption of any kind. For the play of the game this will mean that if the player allocates time such that he is doing something else at the same time that he is trying to learn the spell or if another player character interrupts him during the period then the time spent thus far is lost and the spell is not gained. To produce any kind of magic the magic user must have this period of concentration and purification; if he is diverted by anything the efficacy of both is shattered. This applies only when the magic user is actually trying to gain a spell, cast a spell, or perform permanent magic.

BATTLE TIME TO CAST MAGIC:

Depending on the magician's level it will take more or less time for him to cast a spell. The following chart applies:

LEVEL	POINTS MAY CAST PER TURN	CLASS
1-7	5	MAGICIAN
8-14	8	SORCEROR
15-21	13	WIZARD
22 + UP	20	MAGE/MASTER

SAVING-THROW

During the course of the game, characters may be involved in combat in which magic spells are used against them. In such cases, unless otherwise noted, there is a chance that the spell will not work. This chance represents the innate resistance of the character against magic. The process of determining the outcome of this chance is called "making a saving-throw"; that is, a character "makes his saving throw" and thus is saved from the consequences or else he "fails his saving throw" and suffers.

Saving-throw Table

Point of Spell	Base Saving Percentage
1	80
2	77
3	74
4	70
5	66
6	62
7	58
8	54
9	50
10	45
13	40
15	30

Point of Spell **Base Saving Percentage**

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5	66
6	62
7	58
8	54
9	50
10	45
13	40
15	30

Notes:

- 1) If the victim is a warrior, add 2% for every 4 experience levels. Example: a level 12, 13, 14, or 15 warrior would add 6% to his base saving percentage.
- 2) Magic-users of level 10 or higher reduce the base saving percentage against their magic by 2% per level above level 9. Example: a level 11 sorcerer casts a 5 pt. spell; the base chance of the victim is 66% but this chance is reduced for that sorcerer's level by (2 times 2%) to 62%.
- 3) If the victim's Dexterity is 95 or higher, add 5% to the base saving percentage.
- 4) If the victim's Intelligence is 91 or higher, add 5% to the base saving percentage.
- 5) If the victim is larger than human, add 5% to the base saving percentage.

The point value of the spell being cast at a character determines the base saving percentage. This base saving percentage is then modified both upwards and downwards by any applicable modifiers; the result is the chance to resist the spell. The player then rolls two, 20-sided dice to "make his saving-throw." If the roll matches or is less than the number of the chance, the spell does not work against the player (unless otherwise noted). If the roll is greater than the number, the spell does work.

- 6) A modified base saving percentage that falls below 10% is disregarded; the saving-throw chance is 10% in such cases.
- 7) A modified base saving percentage cannot rise above 100%. If 100% or

greater the chance to save is reduced to 99%.

8) Optional

During the life of a player character, add 1% for every two saving-throws successfully made and subtract 2% for every two saving-throws failed.

Example: A level 6 warrior is walking through a forest and is ambushed by a level 10 Chaotic Sorceror. The Sorceror casts a Mind Control spell which is an 8 point spell. The base saving percentage is 54% and is modified as follow: on the plus side — +4% for being a level 6 warrior (Note 1); on the minus side — -2% for being a level 10 Sorcerer (Note 2). The net result is: $54 + (4) - (2) = 56\%$. If the warrior rolls a 56 or less, the Mind Control spell does not work; if the warrior rolls greater than a 56, the spell does work and the warrior is under the control of the Sorceror.

Alignment

There are three Alignments: Lawful, Neutral, and Chaotic. A magic-user chooses his Alignment by the learning of his first Alignment spell; thereafter the character is considered to have chosen which side of the eternal struggle he will be on and must observe the following restrictions.

- 1) Lawful magic-users may not learn Chaotic spells and Chaotic magic-users may not learn Lawful spells.
- 2) Lawful and Chaotic magic-users may learn Neutral spells, but the effects of the spells are cut in half.
- 3) Neutral magic-users may learn spells from one other Alignment of their choice, but the effects of the spells are cut in half.

All magic-users, regardless of Alignment, may learn as many Non-alignment spells as they wish.

Chart of Spells

Below are listed the name of Non-alignment and Alignment spells available and the number of magic points needed to cast them.

NON-ALIGNMENT SPELLS

CREATE FRUIT	1	CHARM SERPENT	3	CHARM MAN	5
CREATE WATER	1	CURE CHARM	3	FASCINATION	5
GAMBLING	1	DARK SIGHT	3	DELUSIVE APPEARANCE	5
OPEN DOOR	1	FIND PRECIOUS STONES	3	DESIRE	6
WIZARD SIGHT	1	OPEN PRISON & LOCK	3	POISON	6
CREATE MUSIC	2	TELEPATHY/MENTAL BOLTS	3/9	SNOWSTORM	7
VIGOR	2/4/6				
FIND GOLD	2	CONCEAL TREASURE	4	MIND CONTROL	8
LEVITATION	2	FLY	4	PERSECUTION	8
AGRICULTURE	3	SUGGESTION	4	LONGEVITY	10

CHAOTIC SPELLS

INSOLENCE	2	MAD FURY	6	CORRUPTION	9
GUILE	3	THROE	7	DESTRUCTION	9
HATRED	3	CHAOTIC FIRE	8	INSANITY	10
MALICE	3	PLAQUE	8	KNOWLEDGE	10
DARKNESS	4	TERROR	8	NECROMANCY	10
BLOOD WOUNDS	6	ANGER & REVENGE	9		

NEUTRAL SPELLS

ABANDON	2	RAIN	5	SHAPE SHIFTING	8
CHARISMA	2	THEFT	5	EMPATHY	9
PROTECT DWARVES	2	DISPELL MAGIC	6	TRANCE	9
RHETORIC	2	ECSTASY	6	LIFE FORCE	10
INSPIRATION	3	WIND	6	TELEPORTATION	10
CURSE CROPS	4	GOOD LUCK	7	WHIRLWIND	10
STRENGTH	4	CHARM ALL	8	FUTURE KNOWLEDGE	8
CONTROL HORSES	5	FEAR	8		

LAWFUL SPELLS

LIGHT	2	INVISIBILITY	6	CURE STUPIDITY	9
PROTECT FROM CHAOS	2	LOYALTY	6	ANNIHILATION	10
HEALING	3	FIRE	7	BURNING LIGHT	10
OBEDIENCE	4	PROTECT FROM DRAGONS	7	IRON MIST	10
		LIGHTNING	7		
PROTECT WARRIOR	4	COMMOTION	8		
TRUTH	5	MIGHT	8		

DESCRIPTION OF SPELLS



The descriptions of the spells available are listed in alphabetical order.

ABANDON—Anyone affected by this spell will disregard any actions that do not inflict damage on his person, devoting himself totally to cavorting about as if he were in the middle of idyllic splendor. The spell affects only one human. If he is attacked while under this spell, the attackers have a +30% chance of hitting. Any hit will break the spell; the spell cannot be dispelled. The range is 40 ft. Normal saving throw. The spell lasts for three turns.

NEUTRAL
2 POINTS

AGRICULTURE—This spell will increase the yield of one acre of land by 25%. The spell may never be cast more than once in any given acre. The caster must be standing in the middle of the acre. The results of the spell occur at harvest time. Effect doubles yield of the field.

NON-ALIGNMENT
3 POINTS

ANGER & REVENGE—This spell inflicts the victim with an unreasoning anger and a burning need to gain revenge. This anger must be directed at anything or person or any group of things or persons within 30 ft. of the victim (choice of caster). While affected by the spell, the victim has a +10% chance to hit the targets and a 15% chance to be hit. The range is 20 ft. Add 10% to the victim's chance of making his saving throw. The spell ends when dispelled or all the targets are killed or destroyed.

CHAOTIC
9 POINTS

ANNIHILATION—Anyone affected by this spell becomes a mindless vegetable. The spell may be aimed at only one entity and Lawful magic-users may never use this spell on Lawful creatures. The victim will die within 24 hours unless he is taken care of. If this spell is used by a Neutral magic-user, the effect will be cured automatically after 48 hours. The range is 100 ft. Normal saving throw. There isn't anyway to cure or dispell the effect of this spell after it has taken effect.

LAWFUL
10 POINTS

BLOOD WOUNDS—The victim of this spell will suffer one hit per melee round that his saving throw is not made. The spell may be aimed at only one person and the effect is over and above any other hits the victim may have taken in the turn. The range is 60 ft. A normal saving throw is allowed each turn. The spell lasts for 6 turns, 18 melee rounds.

CHAOTIC
6 POINTS

BURNING LIGHT—This spell will affect a 20 cubic foot area around the caster. Any creature within this area is burned alive. Any creature that is normally affected by light has his saving

throw chance reduced by 10%. If the saving throw is made, the victims will suffer 2 to 12 hits. There is a 20% chance of blindness with sight returning in 2 to 20 turns. This spell does not have any effect on dragons, elementals, or those of the Jinn race. The spell lasts for one turn.

LAWFUL
10 POINTS

CHAOTIC FIRE—The lesser fire of Chaos will inflict three hit dice of damage on every entity in the spell's range. Dragons, Elementals, and those of the Jinn race are unaffected by this spell. The range of the spell is a 10 foot wide area, 10 feet in length for every experience level of the caster in any direction the caster chooses. If the saving throw is made, only one hit dice of damage is suffered by the victim. The spell lasts for one melee round.

CHAOTIC
8 POINTS

CHARISMA—This spell will increase or decrease the Charisma Number of any one character by 50%. The range is 40 feet. The saving throw against this spell is optional and the sorceror may cast it on himself. The spell lasts for 24 hours.

NEUTRAL
2 POINTS

CHARM ALL—This spell allows the magic-user to charm any one creature for 10 turns. The charmed creature will follow any order of the caster short of taking his own life. (The spell will be broken if the creature is told to commit suicide.) Once a magic-user has succeeded in charming a creature he may automatically charm creature again (he need only expend 4 magic points in this case) for 10 turns. The range is 80 feet. If the saving throw is made, the spell has no effect.

NEUTRAL
8 POINT

CHARM MAN—This spell allows the magic-user to charm one human for 20 turns. The charmed human will follow any order of the sorceror short of taking his own life (the spell will be broken if the human is told to commit suicide). The caster may recharm the human who has his saving throw chance reduced by 10%. The range is 100 feet. If the saving throw is made, the spell has no effect.

NON-ALIGNMENT
5 POINTS

CHARM SERPENT—This spell will not actually allow you to control the actions of serpents but it will keep them from attacking anyone that the magician desires to protect as long as the influence of the spell lasts. The duration of the spell is twelve turns. It has a range of 60 feet. It will automatically effect any serpent within this radius.

NON-ALIGNMENT
3 POINTS

COMMOTION—The spell produces a 40 cubic foot area of disorienting noise. Any creature within the area that does not make its saving throw will be distracted and attack with a -5% chance to hit. The defense of those affected is normal. The saving throw must be taken each turn within the effect with the effect on the attack being additive (if affected three times in a row - 15%). The duration of the spell is 20 melee rounds. It has a casting range of 80 feet. Effect ends when you move out of effect area.

CONCEAL TREASURE—With this spell the magician may conceal any amount of inanimate treasure. Treasure concealed in this manner may only be found by magicians and those with magical aid of some kind. The spell lasts 48 hours or until it is dispelled. The range for casting this spell is 30 feet. If the magician who cast the spell returns before the duration is over he may cancel it by moving to within 30 feet of the treasure. Any other must use a dispell magic spell to make it visible.

NON-ALIGNMENT
4 POINTS

CONTROL HORSES—With this spell the magician can order any horse, including Elvin, to

perform a single action. The horse has no saving throw and will obey the command to the best of its ability. The effect terminates when the action is carried out. The magician may try to enforce any command he can think of. The casting range is 100 feet.

NEUTRAL
5 POINTS

CORRUPTION—Any creature afflicted will die of slow rot unless the effect is cured or dispelled. Per day, starting immediately, the victim will rot **ONE** hit. Any damage taken from this spell is permanent and can never be cured. The casting range of the spell is 90 feet. If the saving throw is made against the effect it will have no effect. The spell is always cast at a specific target.

CHAOS
9 POINTS

CREATE FRUIT—This spell creates up to **ONE** pound of fruit, the type of fruit is up to the magician. The fruit will last 24 hours if not consumed. If consumed it is fully satisfying and will satisfy the days food requirement for **ONE** person. The fruit appears where the magician desires within 20 feet of his position.

NON-ALIGNMENT
1 POINTS

CREATE MUSIC—The spell fills the air with wonderful music. The actual music is up to the magician but must be something he has heard. Any creature that moves within 100 feet of the magician must make a saving throw. If the throw is missed they will hesitate **ONE** turn in any action they were taking. If attacked while hesitating they will defend at -5% and be unable to attack. This spell fully affects intelligent creatures.

NON-ALIGNMENT
2 POINTS

CREATE WATER—This spell allows the magician to create up to **ONE** gallon of water anywhere within 20 feet of himself. If the water is not consumed it will disappear in three turns. If consumed it will satisfy the water needs of **TWO** people or one animal for the day. To effectively consume the water there must be a container that the magician can materialize the liquid into.

NON-ALIGNMENT
1 POINTS

CURE CHARM—Use of this spell allows the magician to cancel the charm in effect on any entity except himself. If the level of the magic user who originally cast the charm is known then subtract 5% from the base chance to lift the spell per experience level the caster is lower than the magician that cast the charm. If the level is unknown roll a 12 sided die to determine a random level. The base chance of the spell working is 100%. To utilize the spell the individual to be affected must be touched physically by the magician.

NON-ALIGNMENT
3 POINTS

CURE STUPIDITY—A magician may never use this spell on himself. It may only be used to affect Humans and Faery races. The effect permanently increases the intelligence of the target 2-20 points. The spell may only be used once on any entity. The saving throw must be taken against the spell's effect. If it is made the spell has no effect and can never be tried again. To achieve the desired effect with this spell the magician must touch the entity to be affected. Roll the effect with two twenty sided dice.

LAW
9 POINTS

CURSE CROPS—This spell will make one acre of land sterile for a full year. Land thus treated will be incapable of sustaining any vegetation. The effect of the spell may be cancelled by an **AGRICULTURE** spell. If this spell is cast within **ONE** month of the curse the field may still be used to produce normally. If cast at a sacred wood, i.e. one containing **HAMADRYADS** or **NYMPHS** the area is allowed a saving throw against the spell. This is **ONE** throw, all or nothing. If failed all such nymphs within the area are killed. In casting the spell the magician is the center point of the area to be affected.

NEUTRAL
4 POINTS

DARKNESS—This spell creates total darkness. Those in physical contact with the magician, and the magician, can see in this darkness. The spell lasts two turns per level of the caster with a radius of 10 feet per level. Faerry races and a person under the influence of a **DARK SIGHT** spell can see in this darkness. All light is extinguished on entering the effect. A **LIGHT** spell will create an area of normal darkness for a distance equal to 1/3 of its normal range.

Other creatures who can normally see in the dark will be able to see 30 feet in this darkness. If someone that can see in the darkness attacks someone that is blinded by it he will have a +25% chance to hit. Chaotic Dragons are unaffected by this spell, other dragons may only see 30 feet.

CHAOS
4 POINTS

DELUSIVE APPEARANCE—Allows the magician to camouflage his own physical appearance. He may take the appearance of any other entity of a like species that is not greater in size and no less than 25% smaller in size. EX- A Human sorceror cannot disguise his appearance as other than a **HUMANOID** type creature. He may not disguise himself as a Troll or Faerry. He may disguise himself as an elf or a dwarf. Twenty-five percent less in size is based on the averages listed in the creature descriptions. If disguised as a dwarf the chance of discovery will increase 10% due to his size.

This spell can only be detected by magicians and persons that know the face of the person the magician has become. Chance of meeting persons who know the face of the person you are pretending to be is 20% in a city, otherwise nil. Optionally the magician may disguise himself with vague characteristic features of the race he is posing as. If this is done then persons that are encountered will be allowed a saving throw against the spell. If they make the throw they will see through the illusion. In both cases any magician encountered, both faerry and human, will detect the use of magic immediately and be able to see through the illusion if within 50 feet of the magician for two turns and looking in his direction. The duration of this spell is 24 hours.

NON-ALIGNMENT
5 POINTS

DESIRE—Anyone affected is compelled with an overwhelming desire to gain a particular thing, person or perform an action as specified by the magician when he casts the spell. The spell is cast at one target which is allowed a saving throw. If the throw is failed they will set out immediately to perform the desired action. This spell may never be used to compel suicide though it can set an impossible task. The casting range is 120 feet. The spell lasts until it is dispelled or the action specified is performed.

NON-ALIGNMENT
6 POINTS

DESTRUCTION—With this spell the magician may crumble a 20 **CUBIC** foot area of inanimate matter. Unless the matter is magical the destruction is automatic. If the matter is magical, such as a magic item, it is allowed a saving throw with a +10% chance of success. The spell has no effect on **LIVING** organic matter, if thrown at an armor clad warrior you will be faced by that same warrior except he will be naked and unarmed.

Matter affected by the spell is totally disintegrated so areas affected should be kept track of tactically by the referee. The casting range of this spell is 90 feet. The center of the area to be affected may be located anywhere within this 90 foot range.

CHAOS
9 POINTS

DISPELL MAGIC—This spell will negate any magic spell, Non-Alignment, Alignment or Faerry. The magic may be dispelled from spell effects, magical items or other spells made permanent by the casting magician. The item or spell effect is allowed a saving throw equal to that of the magician that cast it. **EXAMPLE:** If you attempt to dispell the permanent spell of a level 19 magician it will take a saving throw as a level 19 magician. If the saving throw is made the spell rebounds on the caster, who loses consciousness for a number of turns equal to the level of the spell he attempted to dispell (the level of the magician that made it) and the spell he attempted to dispell is unaffected. If the saving throw is not made the spell is dispelled. If you fail to

dispell the magic on the first try you may never dispell it, only one try is allowed per magician. The range of casting this spell is 20 feet. Each use of the spell must be aimed at affecting a specific person, object or spell. Only one per use can be affected.

NEUTRAL
6 POINTS

ECSTASY—Anyone struck with this power will engage in combat at the slightest provocation with the following attributes: 1) Combat capabilities will be unaffected by any wound other than a death wound, 2) He will receive **TWO** attacks per turn with a + 10% on the damage table, 3) His defense is reduced 15%, 4) While so berserk all stamina use will be ignored for the duration of the spell. Stamina used will take effect on the turn after the spell ends. If more is used then he has he will pass out for **TWO** turns per stamina point used above his ability. While affected by the spell he will chop at the closest target including, if a saving throw is failed, his own side. The saving throw to determine whether the spell takes effect or not is optional. The casting range of the spell is 60 feet (+ 10% on the damage table indicates that you add 10% to the roll that determines the type of die that is used). Spell duration is 20 turns.

NEUTRAL
6 POINTS

EMPATHY—This spell is only effective on humans or faerry races. The victim of the spell will experience any emotion that the magician desires them to feel. The magician may force them to take actions that would normally occur under the influence of that emotion. **EXAMPLE:** Hatred, the victim can be made to attack the object of his hatred which is, like the emotion, defined by the magician. The spell has a duration of 10 turns and may be reactivated as for the **CHARM ALL** spell. The emotions caused by this spell do not give the victim any special combat characteristics.

In addition, with this spell the magician may remove damage from any creature that can be affected. This is done by taking an equal percentage of damage to himself. **EXAMPLE:** A **TROLL** has taken 60% damage or 12 hits. Through the use of this spell he can cure all of the trolls damage by taking 4 hits to himself (.6 times 6 = 3.6 or 4). All damage is rounded off to the closest whole number with 5 rounded up. This is the only manner in which this power may be used. The magician may not cure the damage by putting it onto a third party. The casting range of this spell is 90 feet. Magicians must be careful in the use of this power, if entity being cured has a special damage hit they receive one equally severe.

NEUTRAL
9 POINTS

FASCINATION—The spell causes any who are affected to stop all action in total enthrallment to it. If attacked they will defend at – 10% of their normal capabilities for two turns. If not attacked they will perform no action for **SIX** turns. Any physical contact with the victim constitutes an attack in the game. The spell has no affect on **REPTILES**.

The spell is cast in a 45 degree cone for a range of 60 feet. Anything within this area that can be affected must take a saving throw.

NON-ALIGNMENT
5 POINTS

FEAR—The duration of this spell is three turns. On each turn of the affect, starting on the first turn, all entities within 100 feet of the magician who are attacking his party must take a saving throw. If they fail the throw they will flee in panic for 1-10 turns if there is an open route to do so. If there is no open route of retreat the spell reduces their attack by 5% for 1-10 turns with no other effect. Once the throw is failed it is not taken again even if within the effect. For the purpose of this spell an open route of retreat is any avenue that does not have enemy within 10 feet of it.

NEUTRAL
8 POINTS

FIND GOLD—The spell gives the magician the ability to locate the largest source of gold within **TWO** miles. Spell may only be cast on himself and lasts until a direction is received. **EXAMPLE:** Magician casts the spell, the referee tells him that there is gold to the North, and the spell ends.

NON-ALIGNMENT
2 POINTS

FIND PRECIOUS STONES—As for the **FIND GOLD** spell except the spell points out the location of the largest source of jewels.

NON-ALIGNMENT
3 POINTS

FIRE—The all consuming fire of Law. The spell will do **NINE** hits damage to any creature that fails its saving throw and **THREE** hits damage if the saving throw is made. The range of the spell is a 45 degree cone ten feet in length per level of the casting magician. **EXAMPLE:** Cast by a level 8 magician it would extend 80 feet.

Per level the magician achieves above level 9 **ONE** hit damage is added to the maximum effect of his fire. **EXAMPLE:** A level 15 magician would have a maximum damage on his fire of 15 hits. His minimum damage would still be **THREE** hits.

LAW
7 POINTS

FLY—Gives the magician the personal ability to fly. The duration of the spell is 20 turns. It may not be used to take any other creatures with the magician. While flying the magician may not carry more than 60 pounds in encumbrance. The flying speed with this spell is 500 feet per turn. The spell may be used to enchant inanimate objects as a permanent spell (see **MAGIC ITEM** section).

NON-ALIGNMENT
4 POINTS

FUTURE KNOWLEDGE—This spell allows the magician to detect the main pattern of happenings up to 24 hours in the future. The magician may determine only general data such as whether he will have encounters, how deadly they will be (an indication only), treasure that may be expected, etc. The referee must only give general indications and need give no details.

If this spell is used and the magician's party continues in the direction that they indicated they will have a 60% chance of ambushing the encounter regardless of the kind of creature they encounter. In using the spell the magician **MUST** specify a travel direction for the 24 hour period. The "forecast" of the spell will only be good for this specified intention. The referee gives his indication by determining what creatures are in the direction indicated within the days move specified.

NEUTRAL
8 POINTS

GAMBLING—Use of this spell does not influence the "luck" of the magician but yields a 60% chance that the person affected can tell who is going to win and thus cut his losses if it is not him. The spell is cast on one person lasting six turns plus the level of the magician. It may be cast on the magician or on someone else. The casting range is 10 feet.

NON-ALIGNMENT
1 POINT

GOOD LUCK—This spell has two affects: in combat it increases the defense of the person it is cast on by 5%. In Gambling it yields a 40% chance that you will win any game **BEFORE** actually playing out the game to see who wins. **EXAMPLE:** Roll your chance to win, if roll 40% or less collect your winnings, if roll 41 or higher play out the game with your normal chance of winning. The range of casting this spell is 10 feet. Its duration is 12 hours. While affected any treasure found will be 10% greater in value than that rolled. This 10% is not additive in case of more than one spell being in effect.

NEUTRAL
7 POINTS

GUILE—Gives the caster the power to lie and manipualte the reactions of others. If the victim of the power fails to make his saving throw he will believe any **ONE** thing told or will perform any **ONE** action desired by the magician. The throw is taken against the magician after he has cast the spell on himself. To utilize the spell he must be within 30 feet of the individual to be affected. To affect one individual requires **ONE** turn. The duration of the spell is **THREE** turns. Those who fail the throw are affected until they perform the instructions of the magician. They

may not be made to inflict physical damage on themselves with this spell. The spell will have affect only on intelligent creatures. The magician may not cast this spell on another person.

CHAOS
3 POINTS

HATRED—Any person affected by this spell will attack anything within 30 feet that the magician commands it to. While affected by the spell the victim has a +10% chance to hit and a 15% greater chance of being hit. The spell remains in effect until the commanded target is dead or the victim of the spell is dead. Per use only one person can be affected and only one target can be named. The casting range of the spell is 60 feet.

CHAOS
3 POINTS

HEALING—The spell may be used to cure ONE hit damage per level of the casting magician OR to cure a special damage hit. It may never be used on any person or creature more than once in a given day. The spell will NEVER have any affect on a creature that is dead even if it is cast on the same turn that the creature or person is killed. The magician may never use this spell on himself, though another magician may use it on him. To use the spell the magician must be in physical contact with the damaged individual. If the person is still engaged in combat the magician must cast the spell and then hit with a -10% chance of hitting in the combat phase. If you fail to hit, the spell is wasted. Obviously, the spell is best used when neither the magician nor the damaged individual are not engaged in combat. In healing special damage it will regenerate the damage in three turns.

LAW
3 POINTS

INSANITY — The spell is only effective against an intelligent creature. If the saving throw is failed the victim will be totally incapacitated and will only move if he is carried. He will take no notice of his surrounding and if not force fed will starve to death. The affect of this spell can not be dispelled by the **DISPELL MAGIC** spell. The casting range of the spell is 100 feet. The spell will have no effect on Dragons, Ifreet and Jinns. Basically the victim has seen a hell so terrible that his mind is blasted beyond the recall of mortals.

CHAOS
10 POINTS

INSOLENCE — The victim of this spell will be insolent, in an extreme manner, to anything or anybody that he meets. Any person or creature that has the ability to attack will have a 50% chance of attacking the victim on any turn that it is within 40 feet of him. This includes people though friends may attempt to subdue instead of kill. The casting range of this spell is 60 feet. The spell will remain in effect until it is dispelled.

CHAOS
3 POINTS

INSPIRATION — The affect of this spell lasts ONE turn. While under its influence the magician may discover the best way out of a predicament or solve an immediate problem. Only one predicament or problem may be solved per use of the spell. The best answer is given on a roll of 50% or less. In this case the referee will then indicate the best way out of a situation, the best way to travel, etc. If 51% or higher is rolled the referee will give the magician, as an answer, the **WORST** way out or the worst way to travel. In any case the referee rolls the dice and must always give an answer.

NEUTRAL
3 POINTS

INVISIBILITY — The cloak of Law. The magician may cast this spell only on himself or a magic item that he creates. The effect is total invisibility. Those who attack someone made invisible by this spell or someone bearing an item enchanted with it do so with a -10% chance of hitting, once the target is found. No chop at all may be taken until you are either **HIT** by the invisible person or you roll a 1 or 2 on a six sided die when the invisible person is in your field of vision. The duration of the spell is **TEN** turns. When placed on a magic item it will allow **FIVE** turns of invisibility once per day. (For cost to enchant item see **MAGIC ITEM** section.) The value for having more than one such item is not additive. Operating with more than one such item will yield one visible turn in between the use of each item. **EXAMPLE:** use one for five turns, visi-

ble one turn while changing to next, invisible five turns, etc. Invisible persons may fight and retain invisibility. If a magician casts magic while invisible the invisibility is cancelled and he becomes visible on the turn that his new spell goes into effect.

LAW
6 POINTS

IRON MIST — This spell affects only those creatures that are afflicted by **IRON**. It establishes a mist of mystic iron in a circular area with a radius of 40 feet. The magician is always at the center of this circular area. If the victims fail their saving throws they are petrified. The petrification lasts until it is dispelled by someone that knows both this spell and the **DISPELL MAGIC** spell which must be cast. If the victim makes the saving throw they will take 10-60% damage and flee for 1-6 turns. The duration of the spell is one turn only.

LAW
10 POINTS

LEVITATION — The magician may levitate any object or group of objects within ten feet into the air. Any object within this ten foot radius is lifted with the magician having no control over the objects lifted. The speed of ascent is equal to 10 feet per turn up to a maximum elevation of 200 feet. The duration of the spell is three turns plus the experience level of the casting magician. At the end of the spell the affected objects are set back down without injury. The spell will only move objects that are not fixed in place in some manner. **EXAMPLE:** Will not affect the earth that the magician is standing on, will affect a horse nearby unless it is tethered to the ground. Any object that weighs more than 500 pounds or, if animate, takes more than 30 hits cannot be lifted by this spell. Objects lifted go straight up and straight down. Those within the effect, excluding the magician, can move around within the effect. If they move more than ten feet away from the magician they fall out of the effect.

NON-ALIGNMENT
2 POINTS

LIFE FORCE — With this spell the magician may replace Life Force drained from any human IF the Human was not killed by the draining effect and he can perform the spell on the human within 24 hours of the force being drained. This spell has no power to take life force, it may only be used to replace that which has been lost. The spell may not be used on the dead or undead. The spell requires that there is life force in the victim to begin with. In the play of the basic game this spell will allow the magician to cure damage inflicted on the individual by Vampires and Lamia. It will only cure that damage that is inflicted by these creatures draining the life from the victim. To cure the damage the magician must touch the affected person.

NEUTRAL
10 POINTS

LIGHT — The spell will fill a 20 cubic foot area with the equivalent of daylight. All creatures affected by light will be affected in a like manner by this light. The duration of the spell is 12 turns or until cancelled by the casting magician. The light will radiate from the point where the magician cast it into being. If the magician subsequently moves, the light will not move with him. When cast the magician must be the center of the effect.

LAW
2 POINTS

LIGHTNING — This spell affects a 10 square foot area. Anything that fails its saving throw against the spell is killed. If the throw is made the victims are stunned for **ONE** turn and will defend with a -20% attack and defense. The range of the spell is 180 feet. It may fall anywhere within this distance from the casting magician. This spell may only be cast in "**FREE AIR**" as defined in the creature section under **ELEMENTALS**. If the magician attempts to cast the spell in improper conditions the magic will be used with no effect.

LAW
7 POINTS

LONGEVITY — Per use of this spell the magician may reduce the actual age of the subject **ONE MONTH**. This does not effect the experience or knowledge of the subject, it only reduces his physical age. The spell may only be cast by the magician on himself six times per year. When cast on others the saving throw must be taken. If it is made the spell has no effect and re-

bounds on the magician taking **ONE YEAR** of his life, i.e. makes him one year older. When the magician casts this spell on himself there is no chance of this rebound effect.

NON-ALIGNMENT

LOYALTY — Operates like the **OBEDIENCE** spell except it has a duration of 48 hours. Casting range of this spell is 40 feet.

LAW 6 POINTS

MAD FURY — This spell only affects humans. Once affected the human will fight anything he can see, regardless of alignment, until he is the only thing left standing or he is dead. Persons under the effect of this spell can never be subdued. While affected they chop with a +10% chance to hit and a -5% defense. This spell may be dispelled by a magician other than the one who cast it. The victim of the spell will always attack the magician that cast it on him **LAST**. Casting range 60 feet.

CHAOS 6 POINTS

MALICE — As **MAD FURY** except the effect is permanent. Once all targets are killed the victim will seek out other people to fight. If he is not attacked he will always initiate combat himself regardless of the odds: automatic encounter with any creature that he encounters. Unlike Mad Fury the victim of this spell will be incapable of attacking the magician that hit him with the spell. He will, however, never serve the magician in any way. This spell lasts until it is dispelled.

CHAOS 3 POINTS

MIGHT — This spell **DOUBLES** the weight burden that a victim can carry. In combat he will score +20% damage with no improved chance to hit. The duration of the spell is 12 hours. It is cast at a specific target. The saving throw against the spell is optional. Creatures and animals will always take a saving throw. To affect the target with this spell the magician must touch it.

LAW 8 POINTS

MIND CONTROL — With this spell the magician can control one entity per use. If the target fails the saving throw he becomes his puppet. Maintaining the control, once established, requires the expenditure of **ONE** magic point per day. Once controlled the victim is allowed **ONE** saving throw per week to break the control. If the throw is failed three times the spell becomes permanent and can no longer be broken. The spell can only be broken, after this, with a **DISPELL MAGIC** or **CURE CHARM** spell, or appropriate amulet. If the magician fails to allocate the necessary magic to maintain his control the spell will become inactive. This means that the controlled victims will be able to do as they wish until such time as the magician allocates control points to them. The cost to reactivate this spell, once inactive, is **FIVE** magic points. The range for reactivating is **TWICE** the normal casting range of 80 feet. The magician may control entities outside this casting range and he may allocate magic points to maintain control outside of this casting range. The casting range applies only to establishing control and re-establishing it once it has lapsed. Unless control is broken by one of the **FOUR** methods listed above (saving throw, dispell, cure or amulet) re-establishing control or maintaining it is automatic and requires no saving throw. While controlled the victims obey any specific order, performing the actions necessary to carry it out, and have no independent initiative. (No order, no action.)

NON-ALIGNMENT 8 POINTS

NECROMANCY — This basic necromancy spell allows the magician to speak to the ghost of any person. He may ask any **THREE** questions and the ghost is adjured to answer with, as far as it knows, the **LITERAL** truth. The ghost is only capable of answering within his knowledge. The spell may not be used to gain spells of any kind. To utilize the spell effectively the caster must know the language of the ghost he summons. **EXAMPLE:** The sorceror Shato desires the **BOOK** of Kamando. To aid him in his search he calls up the shade of Demoda, the last known possessor of the volume. Demoda has been dead 400 years so the spell will only be fully useful

If the caster knows the dialect in use by Demoda 400 years ago.

The spell is most useful in finding the location of items, books, shrines, et cetera. Per question the magician asks of the spirit there is 5% chance that the spirit pierces the magician's defenses. If this occurs the caster must take a saving throw versus ten point magic. If he fails the throw on a roll of 1 on a six sided die he is possessed, otherwise he is dead. If possessed, in this basic game, the character is taken out of play. Later rules will be added to cover this type of eventuality.

CHAOS
10 POINTS

OBEDIENCE — This spell effects only **LAWFUL** characters. The magician casting it will receive total obedience from any lawful character with a lower experience level than him. It has no effect on those of greater or equal experience. When cast on **NON-HUMANS** it will only affect creatures that are physically smaller than the caster, in total hit points. The duration of the spell on the victim is ten turns. It may be reactivated, at full cost, automatically on any creature that was ever affected by that magician's casting of it. On the first exposure to the spell, from a given magician, all entities are allowed the applicable saving throw. If the throw is made that magician may **NEVER** affect the successful thrower with this spell. The spell is cast at one target and has a maximum casting range of 80 feet. Once affected its effect extends beyond the casting range. May not be used to order a non-lawful action.

LAW
4 POINTS

OPEN DOOR — Spell used to open any door, of the magician's choice, within twenty feet of the magician. The magician must be able to see the door and he must know it is there for this spell to be effective. If the door is locked this spell will have no effect on it, it will remain closed and locked.

NON-ALIGNMENT
1 POINT

OPEN PRISON/LOCK — This spell operates as does the open door spell except it will only work on a door that is locked. In addition it will safely spring, or set something free of, any non-magical trap. For magical traps the spell must first be dispelled before the spell will operate on any remnants of the trap. To utilize this spell the magician must touch the door or trap to be affected. To open a locked door he must actually touch that door. Once lock is opened it remains open until it is relocked, ditto for sprung traps.

NON-ALIGNMENT
3 POINTS

PERSECUTION — The victim of this spell will feel persecuted every waking minute by invisible demons. In combat 10% will be subtracted from his chance to hit and 5% added to his chance to be hit. If the victim of this spell is a magician, in addition to the above, he will be unable to cast magic of any kind until the spell is dispelled or cured. Players affected by this spell are allowed a saving throw **DAILY** to rid themselves of its influence. If after **FIVE** saving throws, the spell is still in effect it becomes permanent with no further saving throws allowed. At this point it may only be cured by spell. The casting range of this spell is 120 feet.

NON-ALIGNMENT
8 POINTS

PLAQUE — Any entity affected by this disease will be incapacitated and will die in 1-6 days unless the effect is cured or dispelled. If the saving throw is made the victim will fight with a -5% chance to hit for 1-6 turns. If the illness is remedied before it becomes fatal the player will operate at 50% of his normal physical characteristics, -20% chance to hit and +20% chance to be hit for **ONE WEEK** per day that he was sick. If hit during this period he must take a saving throw against 8 point magic, if failed he will pass out immediately. It is recommended that those touched by this fetid hand get them to their beds until fully recovered. The casting range of this spell is a 10 cubic foot area whose center is within 60 feet of the magician. Any within are affected.

CHAOS
8 POINTS

POISON — If the victim fails his saving throw he will die in 1-6 turns from poison. If the saving throw is made the spell has no effect. This spell may be laid on any item. In this case the duration is 12 hours or until the item is touched. The first person to touch the item after the spell is cast on it must take a saving throw against this spell. The range of casting it on a living target is 100 feet. To place it on an item the magician must touch it.

NON-ALIGNMENT
6 POINTS

PROTECT DWARVES — This spell will increase the defense of any dwarf by 10%. In addition it will increase the defense of any other faerry race by 5% if no dwarves are present. If a dwarf is present only his defense is affected. The casting range is a 40 cubic foot area with the magician at its center.

NEUTRAL
2 POINTS

PROTECTION FROM CHAOS — Any lawful entity within 20 feet of the casting magician that is attacked by a chaotic entity or entities will have a +5% defense. In addition, any chaotic creature that does not make a saving throw on the first turn of the spell is turned and may not attack as long as that particular spell is in effect. (If spell runs out and another of the same type is cast those creatures who were turned by the first spell may attempt to attack the second.) The defense plus above is not applicable against magical attack. Chaos magicians may disregard its effect on themselves or their magic. The duration of the spell is **FOUR** turns.

LAW
2 POINTS

PROTECTION FROM DRAGONS — Yields a +10% defense for all within 20 feet of the casting magician, against neutral and chaotic dragons. This defense applies to dragon magic, breath and melee attack. In the first two cases it is used to improve the saving throws versus these effects. In addition those within this effect are not affected by the dragon's normal breath automatic kill chance. This is ignored for those protected by this spell. This spell does not affect **LAW** dragons in any way.

LAW
7 POINTS

PROTECT WARRIOR — Increases the defense of any **LAWFUL** warrior of the magician's party that is within 30 feet of the magician by 5%. The maximum that this spell may be used to influence the defense is 5%, it may never be repeatedly cast for additive effect. The duration of the spell is 8 turns. The improved defense will only apply against non-lawful opponents. It is effective in improving saving throws versus **CHAOTIC** magic. (-5%)

LAW
4 POINTS

RAIN — Will strike a 30 cubic foot area with heavy rains. Any fire within is quenched, this includes magical fires or dragons breath that is thrown into the effect. Anyone within the effect may not move unless a saving throw is made. Any creature within the effect is blinded for its duration. No combat is allowed within this storm. If the saving throw is made initially the one that makes it is taken out of the effect and placed next to it in a prone position. One turn is spent recovering before any movement is allowed. If saving throw is made to allow movement the maker can move **ONE** in any direction desired. The casting range of the spell is 100 feet. The center of the effect must be within this range of the magician when the spell is cast. The duration of the spell is six turns. If the magician casts the spell such that he is within the effect he is affected by it.

NEUTRAL
5 POINTS

RHETORIC — The spell allows the magician to convince any creature whose language he knows to perform an action favorable to the magician. The spell remains in effect until the saving throw decides whether the action is taken or not. If the saving throw is successful the target will attack the casting magician. If it is failed it will perform any action short of suicide. The range of the spell is 40 feet.

NEUTRAL
2 POINTS

SHAPE SHIFTING — The spell allows the magician to take the shape of any creature or thing. The form taken has the hit value of the magician that made the change. It will give the magician only the physical appearance of the creature he changes into, it will not allow him to use that creature's special attributes if it has any. **EXAMPLE:** Takes dragon form. He can fly because wings are part of the external form but he may not use dragon breath. The magician has the external physical characteristics with none of the special abilities of the creature. The magician may only cast this spell on himself and may remain in the form taken for as long as he desires. Time for the change to take place, either to a form or from it, is one turn. If the magician goes into the form of a creature that is not capable of using magic he may not use magic. To return to his normal form the magician need only specify that he is doing so and it will occur in one turn. If the magician is hit while changing from one form to another he will suffer + 40% damage on the damage table. If hit while in another form the magician must take a saving throw versus 8 point magic. If he fails the throw, he will resume his own form on the next turn and be stunned for **THREE** turns. If attacked while stunned incapable of using magic and defense -15%.

NEUTRAL
8 POINTS

SNOWSTORM — This spell covers a 30 cubic foot area with a snowstorm. Any creature within the storm will suffer **ONE** hit per turn within it. The movement rate within the effect is 10 feet per turn. Any reptiles in this effect will lose consciousness if exposed to it for more than **FIVE** turns. When the spell is initially cast the magician is the center of the effect. Afterwards, on any turn he can see it, he may move the storm up to 15 feet a turn. The magician may move or cast other magic on any turn that he does not move the storm. The spell lasts for ten turns. No physical combat is allowed within the storm. If struck by magical fire or dragon breath the storm will change to the equivalent of a **RAIN** spell from that turn until the duration ends.

NON-ALIGNMENT
7 POINTS

STRENGTH — The spell will increase the physical strength of **ONE** human by 20% for **TEN** turns. In play this means that he will be able to carry 20% more weight. The spell does not effect the stamina of the character. The magician will never cast this spell upon himself. To effect with this spell the magician must touch the desired target.

NEUTRAL
4 POINTS

SUGGESTION — The spell will implant **ONE** suggestion in the mind of a non-intelligent creature automatically. If the creature is intelligent it will be allowed a saving throw against the spell. The suggestion may be to do anything within the ability of the victim. If the suggestion is to commit suicide the victim is allowed a second (or first) saving throw with a + 20% chance of saving. The implanted suggested lasts **FIVE** turns, any order that takes longer than five turns to execute will not be completed. The casting range of this spell is 80 feet.

NON-ALIGNMENT
4 POINTS

TELEPATHY — This spell has two facets: A) The magician may use it to read minds or communicate with them **OR** B) he may use the power to hurl bolts of mental force at an intelligent enemy. The range of communication or mind reading is 250 feet. The spell lasts as long as the communication is maintained, as soon as either party breaks the link the spell ends. If you do not have visual contact with the target of this spell, the range of casting is 1/10 of that specified above. If the mind you are communicating with or reading is unwilling, it is allowed a saving turn versus **THREE** point magic every other turn. If the throw is made the contact is broken. While reading the magician can gain the answer to **ONE** question per turn from the mind he is reading. The mental bolt causes **ONE** hit damage per **TEN** points of the casting magician's intelligence. (Int. = 81, hurls 8 hit bolt) The bolt is cast at a single target. If the target makes its saving throw versus **NINE** point magic, the bolt does no damage. The duration of the spell is for one attack only. To cast the bolt the target must be within a range equal to 10 feet times the magician's **EXPERIENCE** level. The magician must be able to see the desired target; if it is obscured or hidden, the bolt may not be cast at it.

NON-ALIGNMENT
A) **3 POINTS**
B) **9 POINTS**

TELEPORTATION — The magician may transport **ONE** animate object or 100 pounds of inanimate matter per experience level. The range of transport is 100 miles per experience level. The transport of less than the maximum weight in no way influences the magician's range. **EXAMPLE:** A Level 18 Magician may transport 18 entities up to 1800 miles. If the area transported to is not clearly known to the magician he will arrive somewhere at random within 200 miles of his desired destination. The place he materializes in will resemble the desired target, if wanted to get to a castle he will arrive at a castle but not necessarily the castle he desired to get to. The chance of the above error occurring is 60% on any such ambiguous trip.

For a destination to be considered clearly known the magician must have either lived in the place at least **ONE** month or gained detailed knowledge of the place from someone who has lived there for **ONE** month with the appropriate knowledge gaining spell. The spell's casting range effects anything desired by the magician within 30 feet of his position.

NEUTRAL
10 POINTS

TERROR — Anyone affected by this spell will immediately flee away from anything. He is possessed by overwhelming, unreasoning terror. If he is affected by this spell and there is no clear path to retreat, he will collapse in a catatonic fit. He will remain catatonic for 1-10 days and if not cured of insanity will die at the end of the time period rolled. A creature afflicted by this spell will never attack anything and is incapable of defending himself. If a clear path exists he will flee for 20 turns directly away from the enemy. The casting range is 80 feet. It is cast at a specific entity. Will affect any animate creature.

CHAOS
8 POINTS

THEFT — Use of this spell allows the caster to steal any nonmagical item, of less than ten pounds weight, that he desires. The range of casting the spell is unlimited. For the spell to work the magician must know **EXACTLY** where the object is or he must have it in sight. The object is allowed a saving throw. If the throw is made the spell has no effect. If the throw is not made, the item will appear in the magician's hand on the turn after the spell is cast. The spell will never have effect on magical items, items that are magically protected and objects made of iron. If the item is within 30 feet of another magician, he will automatically detect the spell's operation. If not, the theft will not be discovered until someone goes to use the item stolen. Irregardless of size only one item may be stolen per use of the spell. For this a sack full of 8 pounds of gold is the same as a single gold piece that is not so contained. If contained, the weight of the container must be considered in the total weight of the item to be stolen.

NEUTRAL
5 POINTS

THROE — The victim of the spell will suffer **IMMEDIATE**, uncontrollable spasms lasting 1-10 turns. While afflicted he is incapable of attack or defense. All chops aimed at him while so seized have a +30% chance of hitting at +50% damage. Until the spell is cured the entity will have an automatic fit every time he enters combat. The spell lasts until it is dispelled or **ONE** full month passes with no physical exertion, i.e. one month bedrest. The casting range of this spell is 70 feet.

CHAOS
7 POINTS

TRANCE — The victim of the spell will go into a trance until ordered out of it or until the spell is dispelled. While in the trance he may be asked any question desired by the magician and must answer the clear truth, as he knows it. Unless freed or cured he will remain in the trance until he dies. While entranced the victim is incapable of movement. The casting range of the spell is 100 feet.

NEUTRAL
9 POINTS

TRUTH — With this spell the magician can force any entity to tell the absolute truth on any subject. This applies only to knowledge that the creature has. The truth must be told during the entire duration of the spell by the affected entity. For this spell, one question and answer takes **ONE** turn. The duration of the spell is six turns. The casting range is 50 feet.

LAW
5 POINTS

VIGOR — This spell has three facets that the magician may utilize: A) The spell may be used to **DOUBLE** the combat stamina points of a fully rested individual or B) replace used stamina points in a tired individual in one turn. For both of the above to go into effect the magician must touch the entity to be affected. **EXAMPLE:** A) Sokar casts vigor into Kail the warrior prior to his entering combat. Kail's stamina is 70 for 7 stamina points. Due to the spell he enters battle with 14 stamina points. B) Kail replaces Damon in battle. Damon's stamina is 50 for 5 stamina points of which 4 are used. Sokar casts vigor into Damon replacing the 4 used points. If he desired, Sokar could on the next turn use A and double Damon's stamina points to 10. Vigor may only be cast on a person three times in a given day without danger. If cast more, there is a chance that the recipient will pass out from the effect. Chance is 40% minus the victim's normal stamina point value. C) Optionally the magician may broadcast vigor on any creature within 30 feet of him. The effect of this increases the **CURRENT** number of stamina points that the creature has by 50% rounded up. All three of these vigor methods last only for the turn in which they go into effect, i.e. they have no duration. Stamina gained by those affected by the spell will drain at the rate of 2 points per turn if the victim does not enter combat within three turns. Points drain until pre-spell level reached.

NON-ALIGNMENT

- A) 4 POINTS
- B) 2 POINTS
- C) 6 POINTS

WHIRLWIND — Creation of this spell fills a 20 cubic foot area with a devastating whirlwind. Any creature caught in the effect must take a saving throw. If the throw is failed, it is dead. If he makes the throw, he takes **ONE** hit and is thrown from the area of the effect. The spell lasts one turn. Any creatures killed by the whirlwind, and all belongings within the effect, disappear with the spell. The casting range of this spell is 100 feet. The center of the effect must appear within this radius. Creatures thrown from the effect by this spell will be stunned for 1-6 turns defending at -15% and incapable of attack. When thrown are thrown 10 feet in a random direction. If hit a solid obstruction other than the earth, damage is tripled. (Ex.: a stone wall, a tree, a boulder, etc.)

NEUTRAL
10 POINTS

WIND — The wind created will affect any creature within a 20 cubic foot swath chosen by the casting magician. If fail to make the saving throw the object is blown back ten feet. The spell lasts **FOUR** turns when used in this manner. The spell may also be used to fill the sails of ships. When used in this manner it will last for **ONE** hour and will double the normal sailing speed of the vessel. The magician may keep this wind up by allocating **ONE** magic point per hour to the spell.

The **LAND WIND** mentioned above may not be moved through. No combat is allowed within such a wind. When blown by the wind, victims always blown in the direction that the magician has specified that it is blowing. The wind emanates from the magician. It may be established anywhere within 120 feet of the magician.

NEUTRAL
6 POINTS

WIZARD SIGHT — This spell yields the ability to see invisible objects or things. The duration of the spell is 25 turns. The wizard may cast the spell on himself, an item or another person. To achieve effect the wizard must touch the thing to be affected.

NON-ALIGNMENT
1 POINT

END BASIC SPELLS.

PERMANENT MAGIC

The Permanent magic in this basic game is a grossly simplified version of that which will be included in future supplemental material. In the basic game, a magician of the proper level and type, may make permanent any spell or Faerry rune that he is capable of casting. Faerry SONGS may not be made permanent in the basic game.

The following sections cover the manner, effect and cost of making a spell or rune permanent.

MAKING A PERMANENT SPELL:

A permanent spell may be cast on a permanent edifice, such as a building, a statue, etc., or it may be cast on an artifact, such as a weapon, a ring or medallion, etc. In either case the place that the spell is cast on must be intimately associated with the casting magician. If an artifact, the second case above, it may only be imbued with a permanent spell if the magician casting the spell made the artifact himself out of virgin material. In the basic game the definition of "Virgin Material" is any material that has never previously been made into an artifact. In example, if you wish to make a magic sword, you may melt down an ingot of Iron and shape your sword and then cast the magic on it. You cannot melt down a sword and an iron chest (as examples of non-virgin material) and form a sword that will accept magic from them. To achieve the permanent effect you must be the first one to utilize the material for the construction of an artifact. Then and only then can it be enchanted.

In the case of enchanting a permanent edifice or statue or some such item the procedure differs. To enchant these items the magician must either be intimately associated with it or he must purify it. For the play of the game the magician is considered to be intimately associated with the item if he has lived in it, or within 200 feet of it, for a minimum of 28 consecutive days. If this condition does not apply then the magician may either spend a month fulfilling this condition or he may cast a ritual of purification.

To purify the area the magician must cast 13 magic points per day for **TWO FULL WEEKS**. In addition while engaged in this ritual he may **NOT** engage in any other magical activity and may not be disturbed. If either of these occur it will have the same effect as disturbing a magician that is engaged in gaining a spell.

Once the area or artifact is prepared for the casting of permanent magic the magician may commence with this ritual.

PERMANENT MAGIC RITUAL:

To cast permanent magic on something the magician must cast the spell on it **THREE** times per day for **ONE** full **WEEK**. At the end of this week the magician must cast **FIFTEEN** points of magic on the permanent spell to conclude the ritual. Like purification, if the magician is disturbed while in the process of performing this ritual or performs other magic during the week, the effect is lost. One week's uninterrupted concentration is mandatory for this rite.

In the casting of a permanent Faerry rune the procedure is as stated above except the final 15

point rite is not required. Runic magic's limit, in the basic game, is that only certain runes may be used to perform permanent magic. These are the Runes of **TRAPS**, **PARALYSIS**, **MIGHT**, **TOMORROW**, **INVINCIBILITY**, **FASCINATION**, **GLAMOUR**, **INSIGHT**, **BLOOD SIGHT**, **SPEEDY RETURN**. Of these **INSIGHT**, **BLOOD SIGHT** and **SPEEDY RETURN** may only be cast on an artifact. If the artifact is a weapon in addition to any other rune the caster must cast a permanent rune of the **SMITH** or **BLADE** depending on the metal being enchanted. Of the other runes the runes of **TOMORROW**, **FASCINATION** and **GLAMOUR** may only be cast on edifices. In making the runes permanent the runes of **GLAMOUR** and **TRAPS** differ in their effect when they are made permanent. The **RUNE** of **TRAPS** when placed on a permanent edifice is a trap. When it is cast on an artifact it allows the user to detect a non magical trap automatically. It also gives him a saving throw to detect magical traps. If he succeeds in a throw against **THREE** point magic, he detects the trap. This throw is in addition to his normal saving throw. The **RUNE OF GLAMOUR** when made permanent has an increased effect. It may be used to place a glamour on any single structural entity. **EXAMPLE:** a Castle is a structural entity, the floor of a room or one of its walls would be a structural entity, a pit is a structural entity (or more explicitly the top of the pit can be masked, i.e. the "ceiling" of the pit).

Permanent magic cast on an edifice or statue or some such thing must be cast on a **SPECIFIC** point of that edifice. From this point the magic of the spell will radiate. The spell will be triggered whenever anyone, except the casting magician, moves to within ten feet of the focal point of the spell.

EFFECT OF PERMANENT MAGIC:

Except for those runes which have been previously specified to differ in effect the permanent spell will have the same effect it would have if the magician had cast it from the focal point himself. If the permanent rune is a **LIGHTNING** spell it will have the effect of that spell as cast by the magician. If he is a level 12 it is the lightning of a level 12. Spells which operate by implanting suggestions into the victim, such as **RHETORIC**, **GUILE**, etc., must have listed suggestions as part of the makeup of the permanent magic. This means that when the spell is cast the magician must give the referee a list of the suggestions that that particular permanent spell will inflict on any victims of its effect. Once this list of suggestion effects is made and the permanent spell is finished the list may not be changed without **DISPELLING** the permanence of the spell.

In making permanent spells that have multiple effect, such as **TELEPATHY** and **VIGOR**, the magician may only cast the magic to make **ONE** of the possible effects permanent. **EXAMPLE:** He may either cast the ritual for telepathic communication or Mental bolts. If telepathic communication may either make the spell to warn him that something has passed it or to deliver a message to any creature that moves within ten feet of the focal point.

In spells that strike a specific entity with an effect the permanent spell will operate as the spell does. If the spell does not have a range then, even though it is activated when the person comes within ten feet, to be affected the person must physically touch the focal point. If the spell has a casting range it will sense the presence of intruders for the full extent of its range and will strike the person that is closest to the focal point until there is no one left within its range **OR** in sight. By "in sight" it is meant that the spell can not be cast at a target if that target is concealed from the focal point completely by a physical object. If three turns go by without a target presenting itself the effect will cease its activity until reactivated by someone moving within ten feet of it. This above procedure is the manner of effect when the spell is cast on a permanent edifice. If cast on an artifact the spell only takes effect when ordered by the bearer of the item. In the case of permanent magic on artifacts the spell, once used, may not be used again for 24 hours. If it is attempted, the permanent effect is dispelled and the bearer must take a saving throw versus 15 point magic. If he fails the throw, he is dead. If he makes the throw, he is not affected. In either case the artifact no longer will have the capability to utilize that permanent spell.

LIMITS ON PERMANENT MAGIC ABILITY:

The magician is limited in the amount of permanent magic that he is capable of performing. The time period limiting the use of the ability is varied. Spells cast on edifices are limited by the magician's **LIFETIME**. If he has the ability to cast 24 points worth that is all he can have in a

lifetime. As his abilities increase he can increase but he can never exceed his lifetime limit at the time of his casting the permanent spell. **EXAMPLE:** If the current limit was 20 and the magician had 16 points worth in existence he could at best cast a permanent **FOUR** point spell or less.

- If the magic is cast on artifacts, i.e. weapons, talismans, etc., the magician is limited to a certain number of permanent spell points in a given year. If his permanent ability was 13 he could only cast 13 points of permanent magic in that year unless his abilities increase.

DETERMINING PERMANENT MAGIC ABILITY:

To determine the permanent magic ability of the casting magician the following formula is used:

$$\text{EXPERIENCE LEVEL} + \text{MAGIC POINTS PER LEVEL} = \text{PERMANENT MAGIC ABILITY}$$

EXAMPLE: If the magician is a level 7 with an intelligence of 100 he would have 15 permanent magic points in ability. This means that he could cast 15 points permanently on an edifice in his lifetime **AND** 15 points per year onto artifacts. The points that have been used are determined by the number of magic points normally needed to cast the spell or rune. If a seven point spell is made permanent on a statue by this magician, this would subtract seven from his ability of 15 leaving him eight for his lifetime. If he subsequently increased his level to level 10, his ability increases by three.

DURATION OF PERMANENT MAGIC:

Permanent magic is a material manifestation of the force from which the magician gained his power to cast the effect in question. It is an intimately tied to that force as it is to the magician who cast it. Because of this permanent magic will remain in force until it is dispelled or the terms of the spell, as mentioned previously for artifacts, are broken. The death of the caster will not affect the permanence of the magic. As long as the item that the magic was cast on remains intact the spell will remain in force. If the item, or focal point, is broken, then the person who broke it must take a saving throw versus 15 point magic. If he fails he is dead. If not no effect.

OPTIONAL ALIGNMENT EFFECT:

At least 60% of the permanent spells made in each class must be with the caster's alignment. If falls below, a 15 point saving throw versus death is required for the magician.

SORCEROUS COMBAT

Combat between opposing magicians is conducted at a mental level through the following system. A lawful magician will never attack another lawful magician in this manner. No other restriction on who may be so attacked applies.

CALCULATING DAMAGE CAN TAKE AND CAN INFILCT:

A. Damage that the sorceror can take is equal to

$$\frac{\text{INT}}{10} + \frac{\text{STAM}}{5} \times \text{EXPLEVEL.}$$

The result of this is rounded off to the nearest whole number at EACH STEP. EXAMPLE: Shoma the magician has an intelligence of 59 and a stamina of 87 with an experience level of 6. In the formula then his value is:

$$\frac{59}{10} + \frac{87}{5} \times 6$$

This breaks down to $5.9 + 17.4 \times 6$; before multiplication or addition this is rounded to $(6 + 17) \times 6$ for a final mental defense of 138 points.

The basic mental attack power of a magician is equal to

$$\frac{\text{INT}}{5} \times \frac{\text{LEVEL}}{2}$$

handled in the same manner as the above defense. In example the same magician, Shoman, would have a base attack of

$$\frac{59}{5} \times \frac{6}{2}$$

or, after rounded off at each step, 12×3 for an attack of 36 points.

Out of tradition the magicians stand basically toe to toe, i.e., within ten feet of each other, and hurl their magically guided mental force at each other. Once the combat is initiated a wall of mental force goes up around the two magicusers that may only be penetrated magically, which is against the magicians' code of ethics, lasting until a winner is decided.

For the play of the game, at anytime that the magician moves within 90 feet of an opposing magician he **MUST** move to within ten feet and initiate this combat. This will apply to both magicians and they will attack, with the full force of their most deadly power, **ANY** creature that attempts to prevent the combat.

The mental defense of the magician does not require the allocation of magic points. The attack must be allocated one magic point per 10 points of its value. So, Shoman above allocates at most 4 magic points per turn to his attack.

At anytime that the magician normal magic ability is totally depleted he no longer has the ability to initiate attacks. When this occurs he may only counterattack with modes 1 or 6 on turns that he suffers damage at the hands of the other magician. Attack in this case is one-third his normal attack rounded down to the nearest whole number. The only effect on defense of this occurrence is that the magician is restricted to modes A-C.

The following chart is used in this magical combat:

ATTACK MODE

DEFENSE	CONTROL				KILL				
MODE	1	2	3	4	1	2	3	4	
A	D	1/4	1/2	1	1/2	FB	N	T	FB = FEEDBACK
B	N	FB	D	D	1/4	N	D	D	N = NONE, ZERO
C	1	1/2	1	T	D	1	1	1/2	T = TRIPLE
D	1/2	1	1/4	FB	1	1/2	1/2	FB	D = DOUBLE
E	T	D	N	1/2	FB	T	T	N	1 = NORMAL
F	1/4	T	FB	1/4	N	1/4	1/4	FB	
G	FB	N	T	1	D	D	D	N	

Above multiples are taken times the value of the attack coming in. FEEDBACK: a result of feedback means that the attacking magician is struck by one half of his attack force, rounded up to nearest whole number, and the defending magician suffers no effect, as if result of none for defender. All other results are simple multipliers to the power of the attack coming in.

There are two types of attack that may be engaged in, modes 1-4 are mental control modes while 5-8 are modes that kill the target.

PROCEDURE FOR ENGAGING IN THIS COMBAT FORM:

The traditional manner for this combat is regulated by the magicians code and is as follows:
A. The magician with the lowest experience level will always attack first. If experience equal magic-user with low status level attacks first.

B. Per turn each magician picks TWO attack modes and TWO defense modes. The type of attack must be chosen at this time. Under no circumstances may you mix control and kill modes of attack. Once you start on one type that is what you stay with.

The attacks per turn may only be backed, maximum, by the number of magic points you are capable of throwing in one turn. (Level 1-7 5mp, 8 + up 10mp).

C. Magicians continue this combat each turn until a winner is decided. In actual play the referee should allow persons playing magicians no more than FIFTEEN SECONDS of real time to select the two attack and two defense modes.

ALIGNMENT EFFECT ON THIS:

- A. Law magician versus Chaos magician or vice versa will **ALWAYS** use the KILL MODES.
- B. Chaos magician versus Chaos magician will **ALWAYS** use the control modes.
- C. No other restriction on mode used applies.

EXPLANATION OF THE MODES:

The difference between attempting control and attempting to kill is the difference between wielding a skillful scalpel and a sledgehammer. The effect of the two approaches is as follows:

THE KILL MODE

The object of the kill mode is to destroy the total mental defense of your adversary. When this is done the adversary is dead. Per 33% of damage taken the defender must take a saving throw against paralyzation. If he is paralysed his defense mode is automatically mode G and no attack of any kind is allowed from that moment on. EX. — Shoman fighting the chaotic mage To'kar

suffers 70% kill damage on the first attack. He must immediately make two saving throws, if he fails either of them he is paralysed.

If you survive kill combat, damage suffered, will recuperate at a rate of 1% per day or one point whichever is higher. (**EXAMPLE** - Tabke 70% damage would require 70 days to return to normal.) If paralysed recuperate at $\frac{1}{2}$ this rate.

Depending on the percentage the magician is affected, his magical and physical capabilities are impaired as follows:

% DOWN	MAGICAL	PHYSICAL	
01-20%	-20%	None	
21-50%	-40%	-20%	(If paralyzed no physical movement allowed until recuperates beneath
51-70%	-60%	-40%	33% damage)
71-90%	-80%	-60%	
91-99%	-100%	-80%	

In addition, any magician who suffers more than 70% damage in this type of combat has his intelligence and mental stamina reduced by a random 1-10 points. **EXAMPLE** - Shoman survives the battle against the terrible To'kar with 75% kill damage suffered. His Intelligence was 59 and his mental stamina was 87. With a random roll of a 20 sided die it is determined that his intelligence is permanently lowered to 52 and his mental stamina to 84. This reduction, if sufficient to change the table, will change the number of magic points he may throw, his attack and defense in this type of combat and any other things in which ability is governed by these characteristics.

OPTIONAL RULE: Magicians may, if this option is used, allocate magic points to defense. If this is done, one magic point on defense will cancel **TEN** attack value coming in, or one magic point. Up to 40% of the magic points that can be thrown in a turn may be used in this manner. The practice of defending in this manner is generally considered somewhat cowardly and gauche but it is after all not proscribed by the magicians' code, so

THE CONTROL MODE:

The more subtle of the modes. This mode allows you to take total control of the opposing magician. Per 33% of damage suffered the defender must roll a saving throw. If fails on saving throw is restricted to defense mode F and is vulnerable to suggestion from the attacker.

With this mode you may end the combat short of inflicting 100% damage. This is done by attempting to implant binding suggestions on enemy. This option may only be taken if the enemy has failed in one of his saving throws required by damage suffered.

If this case applies then per 20% damage suffered by the enemy you may attempt to implant one suggestion. Defender is allowed a saving throw against each suggestion. If he fails to make the saving throw he will carry out the suggestion, if he makes the saving throw he is stunned for one day with no magical ability and -15% physical defense. The effect of missing multiple throws is not additive. Suggestion implanted may not be a suggestion to kill himself, though it may demand that he embark on an impossible mission.

If more than one suggestion is successfully implanted the victim will carry out the first suggestion first and any others in the order in which they were implanted. He will not carry out any suggestions, however, until he recovers his full capabilities. This mode scores no permanent damage. Once combat is over he may operate at full capability unless he made saving throw against a suggestion as specified above. Once the combat is ended in this manner no further combat is allowed between the two forces by the magicians' code. If winning magician's minors attempt to continue combat the winning magician is obligated to defend the loser and his forces or suffer the shame of dishonor. (This option is often overlooked by Chaotic magicians but seldom by any other.)

If the magician carries the combat to inflicting full, 100%, damage he takes mental control of the opposing magician. The controlled magician will perform any action, short of suicide, that his controller orders. While in this state he will operate at 1/2 magic ability and will be unable to perform pact magic of any kind. Controller will gain knowledge of anything that is known to the

controlled magician. This will allow him to gain non-pact spells known to the controllor in three days time irregardless of type, i.e., alignment or non-alignment. If lawful may still not gain a chaotic spell and vice-versa.

Any magician that is controlled by another magician has a chance of breaking that control. Per day the magician rolls his percentage chance determined as follows:

(LOSERS LEVEL - WINNERS LEVEL) x 5% or a basic 5%, whichever is higher, per day.

The chance of the controller detecting the controllees breaking his control is 80%—the controllors chance of breaking control. If makes this roll will have 1-10 turns warning of the coming break. If warned he may cast magic to counter the break attempt. Per 1 magic point throw on this 1% is subtracted from the chance to break down to a minimum 1% chance. EXAMPLE: Magician has 5% chance to break, controller throws 4 magic points which lowers the chance to the minimum 1% chance. If the break roll was 02, the magic has prevented him from making a successful break.

If break fought and still succeeds the controller automatically suffers feedback equal to 1/2 of his sorcerous attack ability. This is kill damage!

At anytime the controller may release his control and implant **FIVE** non-suicidal suggestions, at a cost of one magic point each, into his controllor. Successful implantation is automatic and handled as suggestion above.

At anytime after release the former controller may attempt to reestablish his control by fighting another control battle. In this battle each point of his sorcerous attack is the equivalent of **THREE** points when aimed at a magician who he has controlled at some previous time.

Additionally, once you have controlled a magician's mind you may enter that mind, at a cost of 5 magic points, at any range for up to ten turns and experience exactly what he is experiencing. If you stay longer than ten turns you will automatically suffer kill damage equal to the full sorcerous attack ability of the former, or present, controllor.

Approach to the mandatory range for these types of combat, i.e., within 100 feet of an opposing magician is entirely optional though failure to do so will undubitedly be considered cowardly.

RESTRICTIONS ON MAGICIANS: (THE MAGICIANS CODE, ABRIDGED)

The following are basic "rules" governing the conduct of magicians as regarding themselves and other character types. For the lawful, these guidelines are restrictions that must be followed, for others they are indications of how they should conduct themselves, helpful hints as it were. Without further ado the "Commandments of Sorcery."

- 1) Thou shalt not attack a servant of the same or higher patron.
- 2) Alls fair in fighting warriors except resorting to sorcerous combat.
- 3) Thou shalt not launch assaults on an already defeated enemy.
- 4) When possible, in sorcerous combat, thou shalt engage the magician nearest to your level of expertise.
- 5) Thou shalt not ambush a brother magician with spells of any kind.
- 6) (**LAW ONLY**) Thou shalt not attack a creature of thine own alignment.
- 7) It is unfitting to engage those without defense with magic of any kind.
- 8) Guard thy apprentice, take him not into danger beyond his merit.
- 9) Disturb not the concentration of thy brother lest his anger deafen thee.

EXPLANATIONS:

Anyone who attacks the servant of the same patron is in essence attackiNG his patron and stands good chance of rousing that patron's anger.

The major danger of magicians is the sword of the warrior so in combatting this enemy anything except the stupid is considered to be fair. Use of sorcerous combat is outlawed because if he makes his saving throw your dead meat.

Considered pointless pettiness to waste energy on someone you've already beaten. Seldom will anyone, other than a servant of Chaos, violate this rule.

Engaging someone much weaker than yourself is cowardly, engaging someone much stronger is stupid in the extreme.

Not fair to hit someone when they're not looking, even if Chaotic you should scream HEY, YOU first. Actually this provision exists because it is somewhat traditional to engage opposing magicians only in sorcerous combat, which is "safe" and straightforward.

Law is hierachial in the extreme. All things of law, through this hierarchy, come under the protection of nearly all forces there of.

The reasoning behind rule 7 is simple, why waste magic on a peasant or child that can't hurt you in a month of Sundays. Anything that attacks of course is fair game. This rule is generally totally disregarded by servants of Chaos.

Rule 8, why weight yourself down with a worthless novice and lackey who at best can do nothing for you except die. Worthless expenditure of potential ally, besides if he gets blitzed you'll have to find someone new to clean out the stable, the altar, etc.

A magician whose concentrated effort on gaining a spell is disturbed is by no means the happiest creature on the face of the earth. Many a loud creature has been silenced by the just rage of a disturbed magician.

On these any other situations which may arise the players should consult their own common sense and the delineation of alignment characteristics. **EXAMPLE:** For the Chaotic self sacrifice is not an approved means of gaining karma, it's dumb.

(OPTIONAL) MAGICAL FATIGUE:

The casting of magic is a highly strenuous mental activity. To simulate this effort and stress the following diminution of magical ability due to magical fatigue should be incorporated into the game.

To determine the magician's fatigue factor add the magician's intelligence to his stamina and divide by **TEN** dropping all fractional values. The resultant value, 4-20, is added to % factors below to determine the magician's fatigue chance rolling two 20 sided dice for a number between 2 and 20.

% LEVEL	FACTOR
66%(2/3)	+6
80%(4/5)	+3
100%(All)	-1

The % level column refers to the percentage of the magicians total magic using ability that he has used. A roll is taken at each of these three levels of fatigue.

EXAMPLE:

Har'deel the magician has an experience level of **SIX** and an intelligence of 83. This gives him a magic ability of 6 per level or 36 magic points. Har'deel has a stamina of 36. The total of his stamina and intelligence is 119. This gives him a fatigue factor of 11.9 or 11. This factor is added to the factors listed above yielding the number that Har'deel must roll less than or equal to at each of the fatigue levels to avoid becoming fatigued. After casting 24 magic points he needs to roll a 17 ($11 + 6$) or less, after 29 magic points ($36 \times .8 = 28.8$ or 29) he must roll a 14 or less and at the 100% level with all 36 magic points cast he must roll a 10 ($11 + -1$) or less to avoid fatigue. If, in casting the magic you pass more than one fatigue level at the same time then you need only roll the fatigue chanced at the highest level that you reach. In example, if Har'deel had cast 23 points of magic and next casts a **SEVEN** point spell he passes the 66% and 80% plateau on the same turn. In this case he need only take the throw for the 80% level and the 66% level is ignored.

EFFECT OF FATIGUE:

The effect of fatigue depends on the fatigue level at which the caster is effected. To determine this consult the following:

66% LEVEL: The magician loses **ONE** magic point per **EXPERIENCE** level. The effect takes place immediately and lasts for 24 hours. If this loss causes the caster to be casting above the next fatigue level the roll for that level is ignored. **EXAMPLE:** Har'deel is effected at this level after casting 24 points. The loss of ability lowers his magic ability to 30 magic points (1/level for 6). Due to this he is now at the 80% plateau, 24 out of 30. The roll is ignored and he need not roll again until he reaches the 100% level.

80% LEVEL: Fatigue at this level results in the loss of 1/3 of the caster's magical ability with

fractional points being dropped, the effect occurs immediately. A magician thus effected is incapable of casting magic for the remainder of the day that he is effected. Magical ability thus lost returns at a rate of **TWO** points per day if the magician casts magic of any type. If the magician does not cast magic on a given day the points return at a rate of **TEN** points per day. **EXAMPLE:** Har'deel is fatigued at the 80% level. This reduces his magical ability 1/3 to 24 magic points. On the next day he teleports home regaining 2 magic points of the 12 lost. On the following day he rests casting no magic. In this way he regains the final 10 points.

In regaining ability you may never regain more points than you lost. If done 3 points and you rest you regain three points not ten.

100% LEVEL: Loss of 1/2 of the caster's magic ability dropping fractional points. Lost points are recovered in the same manner as for the 80% level above.

All points lost are based on the caster's **ORIGINAL** magic ability. If, for example, you are fatigued at the 100% level two days in a row you are totally fatigued and incapable of casting any magic for 24 hours. If a fatigued magician is fatigued again through casting magic no magic points are regained on that day. **EXAMPLE:** If fatigued at the 66% the first day and again the next day the 2 magic points that would normally be regained are not regained.

RESULT OF REACHING ZERO MAGIC ABILITY: (through fatigue)

The following penalties apply whenever magic ability reaches zero due to fatigue: (A) The magician will go comatose for 1-10 hours. (B) The following characteristics are reduced as follows: **STRENGTH** – 10, **HEALTH** – 5, **MAGIC POINT ABILITY** – 1 point per level. If this reduces your ability to zero you are no longer capable of casting magic of any kind. At his option the referee may allow this condition to be cured by anything that is capable of curing a **SPECIAL DAMAGE** injury. All losses due to this are **PERMANENT** unless the referee allows the above optional clemency. If magician can no longer cast magic he is nothing more than a scholar. A scholar trained in magic that no longer has any magical ability can **NOT** take apprentices for magic. Magic ability required to train novices. The knowledge without the ability is nice but worthless.

FATIGUE AND SORCEROUS COMBAT:

If these options are used the following fatigue effects will apply to those who engage in sorcerous combat: (A) The loser of the sorcerous combat, if not dead, is fatigued at the 100% level. (B) The winner of the combat is fatigued at the 66% level.

A magician that enters sorcerous combat already fatigued suffers a reduction in his sorcerous combat ability as follows:

FATIGUE LEVEL	SORCEROUS ATTACK	SORCEROUS DEFENSE
66%	– 10%	NONE LOST
80%	– 20%	– 20%
100%	– 50%	– 40%

EXAMPLE: Har'deel enters combat with the chaotic wizard **BALCLETIEN**. Har'deel is fatigued at the 80% level and Balcletien, who greatly overmatches the poor Har'deel, is fresh. Har'deel's base attack ability in sorcerous combat is 83/5 times 6/2 or 51 points. Due to fatigue this is reduced 10 points to 41. His defense is 96. When reduced 20% this is now 77. Har'deel is sure to die.

FAERRY MAGIC



The magic of the fey, the art of song and rune. The following Faerry races may use Faerry magic:

Dwarves, Troll Lords, the Faerry and Elves.

The elf is the most potent mage of the Faerry races. Any elf above level 4 experience may use non-alignment sorcerous magic requiring less than **SEVEN** magic points to cast. He must learn this from a Human that possesses the knowledge but he does **NOT** need to undergo a sorcerous apprenticeship to do so. None other among the Faerry races will at any time use any type of sorcerous magic.

Apprenticeship for a member of the **FAERRY RACES** to learn this magic requires **TWENTY** days per month for **SIX** months. After completion of the apprenticeship the Faerry type will possess either knowledge A or B as follows:

A) **SONG 1, RUNES 1-3, and SKILLS AS ARMORER**

OR

B) **SONGS 1-4, RUNE 1 and SKILL AS A MUSICIAN**

Of above knowledge choices Dwarves will always select option A and the Faerry will always select option B.

Time for a member of a Faerry Race to learn a song or rune is **FOURTEEN** days. Per **FIVE** points of intelligence a member of the Faerry race may use one song or one rune easily. For this intelligence is rounded down to the closest five percent. Per song or rune learned beyond this there is a 10% chance that it is remembered improperly each time it is used, if so it has no effect.

EXAMPLE: Elf with intelligence of 84 has ability to handle 16 songs or runes. Hypothetically, he knows 13 songs and 8 runes. Whichever were learned after his ability of 16 have the chance of failure in use. Say that these excess arts were 4 songs and 1 rune. In this case the first excess song bears a 10% chance of failure each time it is used, the second a 20%, the third a 30% and so on. The excess rune has a 10% failure chance, if another rune is learned it will have a 20% chance of failure with progression continuing until automatic 100% chance is reached.

Sorcerous magic gained by elves bears an automatic 20% chance of failure and is not included in the above progression for perfection of knowledge.

HUMAN USE OF FAERRY MAGIC:

In the main the human senses are too gross, unless he was raised by a faerry race, to accommodate the intricacies of faerry song and, to a lesser extent, runes. Humans other than DRUIDS and those raised by the Faerry race, may never progress beyond the third song or the fourth rune. Per song learned they have a 30% chance of failure, i.e., 30, 60, + 90. Per rune learned they have a 20% chance of failure, i.e., 20, 40, 60, 80.

Druids may not use any song beyond the sixth but have no restriction in their use of Faerry runes, except as they are limited by other skills.

A human raised by the Faerry may use up to the tenth song and the fifth rune. A human thus

trained may however only learn sorcerous magic under the same restrictions as apply for an elf.

In Faerry magic all songs and runes must be learned in hierachial order. In example you may never learn song 5 unless you already know song 4. The same hierachial learning applies in mastering runes. This progression in orders applies to both the FAERRY RACES and HUMANS.

Within their races the Faerry restrict knowledge. Only those with an intelligence of 60 or higher may learn any magic beyond the fourth song or the first tune.

It takes a human **ONE MONTH** to learn a FAERRY SONG OR RUNE. He may not learn these until he has learned that particular faerry language. Faerry knowledge may only be learned from a member of a Faerry race that possesses it or a Druid that possesses it. It is not available for sale on any street corner.

THE SONGS AND RUNES:

For use of these arts all users will use magic points which are determined in the same as are those for sorcerous magic. Restrictions for time to cast x number of magic points are also applicable to Faerry magic. The Faerry races will **NEVER** make pacts with any force so their ability for pact magic is disregarded. Any Faerry type that attempts to form such a pact, if not destroyed by the force, will be destroyed by his race, the faerry abhor the thought of drawing the attention of the gods to them. It is the paramount sin for their race.

Certain songs and runes are not used by certain Faerry races. In this case that rune or song is skipped in the progression with the next in order being the next in the progression.

Finally, members of the Faerry races may develop certain songs and runes to advanced levels of personal competence. Cost per increase, in time, 10 days per month for **SIX** months. Each increase of this type will increase the effect of the song or rune by 33%, one-third, rounded down to nearest whole number. This does not effect range only the force of the art itself. **EXAMPLE:** Normal blade rune + 10%, per increase blade ability increases 3%, i.e., 13, 16, 19, etc. Each subsequent increase of the arts effect requires additional six months at 10 days per month. (Above example, increase to 13 = 6 months, 16 = 12 months, 19 = 18 months, etc.)

RESTRICTIONS ON FAERRY MAGICIANS:

The Faerry races are race loyal. By this I mean that an elf will never attack another elf, a dwarf, troll or other of Faerry or, for that matter, anything else is fair game. A Faerry race magician will never use his power on his own race, nor will he be given provocation to do so. (Unless a player character decides he must make a pact in which case see above result!!!!)

SONGS OF THE FAERRY CHART 'T'

(In race section the race specified will be one that does NOT use that art)

Race Code (for race section of below; E = ELVES/ D = DWARVES/ LT = LORD TROLLS/ F = FAERRIES)

SONG OF	MAGIC POINTS REQUIRED	RACE	SONG NUMBER
THE SHIELD	1	F,LT	1
THE SWORD	1	F	2
THE HORSE	1D,LT	3	
THE ARROW	1	LT	4
THE WOOD	2	D	5
THE JOURNEY	3	E,F	6
THE WIND	3	D,F	7
SHAPES	3	LT	8
THE AIR	3	D	9
DARKNESS	4	-	10
DESIRE	5	D	11
REVENGE	5	-	12
FIRE	6	LT	13
BATTLE	6	F	14
THE STORM	6	D,F	15
THE DEAD	6	D,LT,F	16
THE CORPSE	7	D,LT	17
BALEFUL OMEN	8	-	18
THE LORDLINGS	8	LT,D	19
FOREVER	10	LT,D,E	20

TOTAL SONGS USED PER RACE:

TROLL LORDS = 11/ DWARVES = 10/ FAERRY = 13/ ELVES = 18

DESCRIPTION OF THE SONGS

SONG OF THE SHIELD: This song increases the defense of the caster by 5%. It only influences personal defense and has no effect on others. The effect of the song lasts **EIGHT** turns.

SONG OF THE SWORD: Increases the chance to hit with a sword by 5%. The spell only effects the combat ability of the caster. Duration is **SIX TURNS**.

SONG OF THE HORSE: This song increases the capabilities of any horse, whether normal or faerry, that is being ridden by the caster. Horses under the effect of this song will move at twice their normal speed and defend themselves at + 10% with a chance to hit increased by 5%. This spell may only be used on a normal horse once in a day. It may be used on a Faerry horse three times in one day. Above characteristics are in effect for the duration of the songs effect. Duration is **FOUR TURNS**.

SONG OF THE ARROW: This song will increase the chance of a Faerry made arrow to hit a target by 15%. An arrow manufactured by humans is only increased by 5%. There is no increase in damage or range of the missiles. This song has no duration, it is concluded by the firing of the arrow to which it is dedicated. The effect of this spell is not additive or permanent and will only effect an arrow fired by the caster. If song used on an arrow that bears the permanent spell the chance of that magic arrow striking its target is **DOUBLED!**

SONG OF THE WOOD: This song will allow the caster to move noiselessly through a forest. Additionally, while effective and the caster remains in the wood it will operate as an invisibility spell except that if the caster attacks something, or is attacked by something, the effect of the song ends. Effect of the song lasts for 12 hours.

SONG OF THE JOURNEY: Use of this song increases the distance that the caster may move in one day, or night for a member of the Faerry races. If an encounter results the tactical move-

ment speed is not effected in anyway. The effect on strategic movement TRIPLES the distance that the caster may move in that period. Duration is a day or night.

SONG OF THE WIND: Attributes as for the neutral spell of the same name. (See preceding description of spells.)

SONG OF SHAPES: The effect of this song allows the caster to change his shape, as for spell of shape shifting. Unlike this spell those who use the song of shapes may modify their shape up to once every two turns that the song remains effective. The duration of the song is 10 turns. It effects only the caster.

SONG OF THE AIR: Allows the caster to speak with any predatory bird while the song is in effect. In addition with this you may call three eagles and order them to attack any creature. Duration, in this type of use, begins with the arrival of the bird or birds. May continue speaking or having them fight for 4 turns. It is not advisable to effect the fighting of eagles more than once in a given 24 hour period.

SONG OF DARKNESS: Song produces a circular area with a 20 foot radius that stimulates night like darkness. This is not the total darkness of the Chaos spell and has no debilitating effect other than that which is normal for some creatures in the night.

SONG OF DESIRE: As for the non-alignment spell of the same name except target has a 5% better chance of making his saving throw and that the song MAY be used to compel a non-intelligent creature to commit suicide.

SONG OF REVENGE: This spell is unlike the chaotic spell of the same type. This is a magically cast oath of revenge. The magician may cast it on himself or any willing person that has GROUNDS for desiring revenge on someone or thing. A person effected by this spell must devote his FULL time to seeking out the object of his revenge and gaining that revenge. No time may be allocated for any other purpose. The effect of this song, against the object of the song only, allows TWO chops per turn in combat. Defense of the entity effected by the song is reduced 5%. This song may only effect WILLING, INTELLIGENT creatures. The effect lasts until the object of the song is dead or the entity seeking revenge is dead. If killed by the object of your revenge there is a 30% chance that you will continue to haunt him as a malevolent ghost if you are a human. Once cast this spell is permanent and may NEVER be dispelled by any spell or power of any kind.

SONG OF FIRE: With this spell the Faerry may create an attacking fire of minimal degree. This fire will score 4 hits damage with range and area covered as for CHAOTIC FIRE. Spell lasts for the turn it is cast only.

SONG OF BATTLE: The magician may only cast this on himself. The effect of the song increases strength and dexterity by 50% for the duration of the songs effect. This song may only be used in an actual battle situation and, by its effect, compels the magician to engage solely in physical combat. The effect lasts for the duration of actual physical combat. After casting it the magician has one turn to reach an opponent. On any turn that he fails to attack an enemy the effect of the song ends. EXAMPLE: The Elf Sh'col'tika-r casts the song of battle when his party is engaged by trolls. After casting he succeeds in engaging a troll on the first turn. After five turns of combat he kills his troll and is unable to reach a new enemy in the next turn thus ending the effect of his song.

THE SONG OF THE STORM: This song establishes a 20 square foot area of storm. The area is treated as both a rain and wind spell with the additional effect that per turn within the area any creature has a 20% chance of being struck by lightning. If this is indicated a saving throw is allowed, if it is made the lightening has no effect, if it is not made the entity so struck is DEAD! The duration of this storm is THREE turns. The magician may cast it a distance from himself equal to his experience level (1" per level). If he casts it and he is personally within the effect, he is FULLY affected by the song!!

SONG OF THE DEAD: The effect of this spell is as for the chaos spell of NECROMANCY except that there is no chance of the spirit attacking the caster. Durations and attributes as for NECROMANCY.

THE SONG OF THE CORPSE: The magician may, with this spell, evoke an ASTRAL CORPSE and set it upon any enemy. Effect lasts until the spirit is victorious or defeated. If this song is attempted and the caster fails the astral corpse will still come but he will attack the caster instead of the desired target of the song.

THE SONG OF THE BALEFUL OMEN: The dreaded curse of the Faerry. With this song the magi-

cian may lay on an enemy or thief, i.e., someone who has stolen from his race or himself, any curse intended to bring suffering or eventual death. The person on whom this song is laid has no saving throw. The effect of the song may be dispelled by a magician of a higher level than the caster of the song.

Optionally, instead of a variable curse, the victim will have an automatic encounter each day and will with a defense that is reduced 10%. The attributes of the curse cast may only influence luck, encounters, or strike victim with wasting diseases and such. With all such songs there must be a specified thing or action that the victim can perform to lift the curse. This will be known to the victim. Duration is until song takes full effect, is dispelled or lifted by appropriate action. A magician may never lift a curse from himself with his own magic.

THE SONG OF THE LORDLINGS: The song will materialize an **ASTRAL FAERRY** to physically aid the magician. The evoked faerry will cast no magic, he will only engage in physical combat. Summoned faerry will remain for **SIX** turns. An Astral Faerry will never come if evoked during the day. If cast song and fail you must relearn the song for the lordling takes it from you.

THE SONG OF FOREVER: This song is useable only by the faeries. With this song the faerry can manipulate the flow and effect of time on any organism. As an attack spell the magician may use this to alter the age of any creature by 100 years plus or minus. Any adult human whose age is of any creature by 100 years plus or minus. Any adult human whose age is modified in manner by more than 60 years will be considered to be dead. A saving throw will apply, if it is made the song has no effect. If you fail you are dead. On longlived races this song has little effect and for the purpose of the game has no effect. Actual purpose is a ritual evocation of the faerry realm in a religious manner. No member of a faerry race is affected by it.

Duration is 24 hours, range is circle with 30 foot radius. May only be cast one per day. Basically materializes a segment of the faerry realm on the material plane.

RESTRICTION ON SONG USE:

Only one song may be cast per 10 square feet of tactical area. The casting of more than one song in the same area will cause the automatic failure of both songs. (Song of one type, i.e., In one area if song 12 is being cast only song 12 may be cast at that time in that area. More than one entity can cast the same song in that area however.)

The reason for this restriction is that the purity of the vibrations must be maintained for the song to have any efficacy. For successful operation of magical songs perfection in vibration, tone and pitch are **MANDATORY!**

RUNE OF	RUNES OF THE FAERRY	CHART 'U'	
RUNE OF	MAGIC POINTS	RACE	RUNE NUMBER
PASSAGE	2	-	1
PARALYSIS	2	LT,E	2
THE SEA	2	LT,F	3
FASCINATION	3	D	4
INSIGHT	3	D	5
GLAMOUR	3	LT	6
TRAPS	3	LT	7
TREASURE	3	F,LT,E	8
THE SMITH	4	F,LT	9
THE BLADE	4	F,LT,E	10
MIGHT	5	F,E	11
BLOOD SIGHT	6	F,LT	12
SPEEDY RETURN	6	LT,E	13
ASTRAL NIGHT	6	F,LT	14
PRESCIENCE	6	-	15
THE CHANGELING	7	D,LT	16
TOMORROW	8	LT	17
INVINCIBILITY	9	L,T	18
THE ASTRAL LORD	10	LT,D	19
EVERMORE	13	F	20

TOTAL RUNES USED PER RACE:

TROLL LORDS = 6/FAERRY = 9/ELVES = 13/DWARVES = 17

These are the basic abilities of the faerry. Abilities that are not used for a particular race are disregarded by them. **EXAMPLE:** Troll lord with option A knowledge would know song 2 and runes 1, 4, + 7.

THE RUNES OF FAERRY

THE RUNES OF PASSAGE: This rune allows the passage of the faerry races from their home plane to the material plane and back. The rune lasts 28 days and is ritually reactivated by the faerry on the first day of each month. Humans may use this rune if they desire but, if they do, it is pretty much a one way ticket if they venture of the faerry realm. One day in the faerry realm is equal to 100 years on the material plane. If you venture to the faerry realm and return without the proper sorcerous or faerry knowledge (song of Forever) you will die immediately without a saving throw!! **EXAMPLE:** Human ventures to Faerry and stays three days. On return to the material plane 300 years have passed. As soon as he reenters the material plane he ages 300 years. This effect only applies to humans and then only if they do not possess the proper magic abilities to counter it.

THE RUNE OF PARALYSIS: Anyone effected by this rune is totally paralysed for ten turns. A saving throw is applicable with no effect if the throw is made.

THE RUNE OF THE SEA: This rune doubles the speed of travel at sea and reduces the chance of encounter to 5%. The only encounter that cannot be avoided when this rune is in operation is another vessel of the faerry. Only Elves, Goblins and Trolls will ever move at sea among the Faerry. Rune duration is one movement turn, strategic.

THE RUNE OF FASCINATION: All attributes as for the fascination spell except all enemies within 20 feet are effected.

THE RUNE OF INSIGHT: This rune allows minimal clairvoyance in a combat situation. The effect of this is to increase chance to hit by 5% and increase defense by the same amount. Duration of the rune is FIVE turns.

RUNE OF PRESCIENCE: Effect as for chaotic KNOWLEDGE spell. Duration equals time necessary for the knowledge to be told. May not be used to gain any skill or magical knowledge

but will decrease time necessary by 50%.

RUNE OF THE CHANGELING: Used by elf and faerry magicians to produce the Changelings that are exchanged for human children. There are two methods to produce this changeling. They are:

- A) Use of the spell to modify the appearance of an old member of the casters race. Effect is permanent.
- B) Magico-sexual production of the changeling on a member of the opposite sex of a specific faerry race. The other race will never be willing so the one used must be a captive. For Elves the captive must be a **TROLL**, either Lord or Common. For the faerry the captive must be a Goblin. In this manner the changeling is conceived at the end of the casting of the spell. In both cases the Human child must be physically stolen from its home and replaced with the changeling. If discovered in the act of doing this you may not steal that child. Only children that have not been sanctified before a god, irregardless of alignment, may be stolen. Chance of finding one in time is 10% per month. Child found will be 1-6 **HEXES** from your location. You must make the changeling, switch the two and return to your home before that night is over or the opportunity to gain the child is lost forever. For attributes of **CHANGELINGS** see section of the **FAERRY**. If you make the changeling but fail to make the switch in time you have to keep the changeling!

THE RUNE OF GLAMOUR: Allows the magician to place the seeming shape of anything on any inanimate object. The thing created may not be the semblance of an animate creature. All creatures that see it are allowed a saving throw, if they fail it they will believe it to be what it seems to be, if they make they won't be able to figure out what it is but they will know it is not what it seems to be. A glamour will last for one day per level of the casting magician. Placing a glamour on something does **NOT** change the attributes of that object. **EXAMPLE:** Magician makes a pile of sticks look like a pile of gold bars. Even if believed if the sticks are exposed to fire they burn.

THE RUNE OF TRAPS: With this rune the races can detect, or create, magical traps. Time to create the trap itself is outside the working of the rune. What the rune does is magically protect the trap so that it may not be detected without magic. **EXAMPLE:** A Dwarf desires to protect his forge with a pit. He must allocate the time to dig the pit and then he may cast the rune to conceal it.

In detecting any time that the rune is cast to do so every trap within 30 feet is sprung with its magical protection ended. Effect of the rune lasts until the trap is sprung by the rune or by a victim or victims. The rune does not increase the efficacy of the trap it merely conceals it.

THE RUNE OF TREASURE: This rune operates in a twofold manner: 1) as a weak conceal treasure spell, any entering room with treasure have one chance in six of discovering the treasures existence (automatic if use magic) and, 2) a specified **SONG OF BALEFUL OMEN**, any one stealing a treasure protected by this rune will lose one hit per day to a wasting illness until they either return the treasure or die. In addition there is a 20% chance per week that treasure under this rune will return, via teleportation, to its hoard through the efficacy of the rune. This rune is effective three months.

RUNE OF TOMORROW: The rune of Faerry sleep. All creatures, except those of the faerry races, must make a saving throw. If they fail they will fall asleep for 24 hours. If they succeed they will fight at - 10% for 1-6 turns. Once effected by this sleep there is nothing known that can awaken the victim before the 24 hours are up. The sleep mist will cover a 20 square foot area for two turns. If you remain in area a second turn, must take 2nd throw.

RUNE OF THE SMITH: Rune used by the Faerry in magically enchanting nonferrous metals. In this method, depending on the efficacy of the caster, the sword, armor or whatever receives a permanent or semi-permanent increase in efficacy for attack or defense of 50%. The armour of the faerry, even that of the dwarves, is always non-ferrous metal. Spell lasts 24 hours unless extensive concentration placed on the effort. **SEE SECTION ON MAGICAL ITEMS.**

RUNE OF THE BLADE: The rune used by the dwarf in working ferrous metals into magical weapons. Attributes and duration as for the rune of the smith, see **SECTION ON MAGICAL ITEMS.**

RUNE OF MIGHT: When used doubles the strength of the caster for ten combat turns. The rune does not necessarily have to be used only for battle, if you need physical might for any other

reason the rune is fully as efficacious.

THE RUNE OF BLOOD SIGHT: This rune may only be cast on a willing entity. The effect of the rune is to place the entity in a blood fury that lasts two turns per 10 points of mental stamina rounded up. While under the effect of the rune the entity will receive two chops per turn each with a +10% chance of hitting. Defense while under the effect of this rune is -5%. On conclusion of the effect the entity will pass out for 24 hours and will have a 20% chance of dying from the effort the rune has drawn from him.

RUNE OF SPEEDY RETURN: A limited rune of teleportation. The rune will only carry the caster from anywhere to **ONE** specified destination, his home. The chance of success in this is automatic, unlike the full neutral teleport. Duration is for the time necessary to cast and travel.

RUNE OF ASTRAL NIGHT: This rune creates a 10 square foot area of astral substance anywhere within 50 feet of the casting magician. The effect lasts one turn. Any creature, except those native to the astral plane, exposed to this sphere must make a saving throw. If they fail to make the throw they are dead. Even if they make the throw there is a 20% chance of their going insane. If they go insane effect as for chaos insanity spell. This rune will not effect **ASTRAL CORPSES OR FAERRIES**.

THE RUNE OF INVINCIBILITY: Used by dwarves and dwarf armies only. While this rune is in effect no dwarf will surrender or need to check morale for any reason. The rune aids only those on the side of the caster who are within 120 feet of him. It gives no increase in combat ability, except unbreakable courage. If made as a permanent rune then effect applies to distance from the rune not the caster. Duration of the rune, if not permanent, is 20 turns.

THE RUNE OF THE ASTRAL LORD: Will call forth three astral fairies who will perform as in the **SONG OF THE LORDLING**. If rune fails result also as for songs failure.

THE RUNE OF EVERMORE: Any who fail to make their saving throw against this ruin are dead. If make saving throw rune has no effect. Rune effects a circle around the magician with a 50 foot radius. Everything within the circle, except the ground and air, must take a saving throw. This includes the magician himself!! Rune is a flash of Astral force, you are either engulfed or suffer no ill effect. The magician has a +10% chance of making the throw against his own rune.

Runes above rune ten may never be improved. Rune 7 may not be improved. Except for songs 1+2 no effect of song or rune is additive. If more than one non-permanent song or rune is operating on anyone entity, those for improving abilities only, the one that increases capabilities the most will have precedence. For further attributes of faerry magic see section on magic items. For attributes of faerry races see section on the **FAERRY**.

THE FAERRY RACES



For the purpose of the basic game there are **FIVE** basic Faerry races. They are as follows:

RACE	AHP
1. ELVES	8
2a. TROLLS	20
2b. TROLL LORDS	11
3. DWARVES	7
4. GOBLINS	5
5. FAERRIES	4

All of these races have one common attribute, they are afflicted by sunlight. If forced to fight in light they will have a - 10% chance to hit. In addition the races will be incapable of utilizing **FAERRY MAGIC** while in light. Permanent runes or other permanent Faerry magic will work in light but if attacked magically the permanent magic has a 15% worse chance of making its saving throw. With the exclusion of **DWARVES** all Faerry races are also afflicted by **IRON**. To handle this all damage scored on a member of the Faerry races with an Iron or Steel weapon will cause **DOUBLE** damage to be inflicted. (If result scores 6 hits on Faerry race would equal 12 hits.) The following descriptions and charts delineate faerry race characteristics and encounters.

ELVES:	AVERAGE HIT POINTS 8 MOVEMENT 60 feet/turn ALIGNMENT NEUTRAL (GREY)	BODY TYPE HUMAN HIT DICE 2(-2)
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The elf is the master magician of Faerry. He is also an incomparable smith of **NON-FERROUS** metals being fully as talented with these as is a Dwarf with iron. Physically the elf is four to four and a half feet in height with a thin and willowy musculature. In the physical realm they are generally weak but possessed of a blinding, precise dexterity. If allowed by the referee, elf characters should roll their characteristics with a - 20% on their strength and stamina rolls and a + 30% on their roll for dexterity + intelligence. In the case of minus factors 01 is the lowest possible result. Elves encountered will be armed with a Bow and a Sword. If they are more than 60 miles from their "lair" they will always be mounted. If not there is a 60% chance that they will be mounted. There is a 50% chance that any group of elves that encounters humans will attack if they are not outnumbered more than two to one.

The chance of finding elves in their "lair" is 5% if the party does not have a magician and 40% if they do. If an elvin lair is found the forces there are determined rolling on the elf encounter chart adding 60% to your die roll.

The size of an Elvin encounter is determined as follows:

ROLL	NUMBERS	GROUP TYPE	MAGIC USING ABILITY
01-40	1-6	HUNTING PARTY	10%(1) 10 pts
41-80	2-20	NOBLE HUNTERS	100%(1-3) 20 pts
81-90	10-60	SMALL RAID	100%(1-6) 30 pts
91-95	20-120	NOBLE RAIDERS	100%(2-12) 20 pts + (1) ELVIN PRINCE
96-98	50-500	LOW ARMY	100%(1-10) 30 pts + (1) ELVIN PRINCE
99-100	400-1000	ROYAL ARMY	(4-10) 30 pts, 1-3 ELVIN PRINCE, 1 ELVIN MASTER

EXPLANATION OF ENCOUNTER TYPES:

HUNTING PARTY: A group of elves out seeking meat. If a magic using elf is with them he is a level 2 in warrior experience with all others level one.

NOBLE HUNTERS: A group of 1-3 experienced elves and retainers out hunting. The elves with magic point ability will be of warrior experience level three all other elves are experience level one.

SMALL RAID: A small party out on their own initiative hunting loot or other FAERRY TYPES. Magic using elves encountered are experience level four with others level one.

NOBLE RAIDERS: A force dispatched under the aegis of the elvin lords. The PRINCE will be experience level 10 and capable of using 100 magic points. The other magic using elves will be as previously described for NOBLE HUNTERS. The smallest group that this force will attack is 1/2 their size or more. If the group encountered is smaller there is a 50% chance they will allocate two elves to each member of the party and have the rest of the force move on. If they divide in this manner 1/2 of the lesser magicians will lead the attack on the party and the rest will move on. If they do not roll 50% or less they will ignore the party unless attacked or otherwise hindered in moving on.

LOW ARMY: Will operate as for the NOBLE RAIDERS as regards encounter situations. The lesser magicians in the party are level four with the prince as described above.

ROYAL ARMY: A royal army is engaged in a MAJOR operation versus the enemy. Unless the party encountering this group successfully avoids them they will allocate THREE elves to each member of the group. The attack will be led by an elvin prince and 1/2 of the lesser magicians. The remainder will move on. The ELVIN MASTER commanding the force is level 11 to 16 and capable of using ten magic points per level. The goal of the force is to achieve a surprise attack on their enemy so they will kill any persons encountered. If any escape they will track them for 1-6 days.

Elvin Princes and Masters are armed with magic sword and magic armor. In addition the master will have two other magical items of elvin manufacture.

A BIT ON THE WAY OF THE ELF:

Above all else the elf loves two things, magic and war. He hungers for these pursuits and life is meaningless to him without them. Elves are generally hostile to Humankind, though some open minded elves are neutral towards humans. Elves will only have dealing with humans in their own interests and for a limited period of time. Of all other races the only one the elf will generally never war on is the Faerry. There is a general alliance between these cousins and war does not occur between them. The most hated and constant foe of the ELF is the TROLL race. These races will fight on sight of the other. A state of nearly constant warfare has existed between these races for millenia.

THE ELVIN HORSE:

AVERAGE HIT POINTS 15
MOVEMENT 300 ft/trun (aver.)
ALIGNMENT NOT APPLICABLE

BODY TYPE LION
HIT DICE 3

The willowy mount of the elf. The horse is one half the size of a human animal. It has twice the speed and three times the dexterity of the base creature that humans call horse. In addition the elvin horse never tires, he can run all night without ceasing. The horse is afflicted by the same things which afflict elves.

TROLLDOM:

The troll race is as mighty as any race of Faerry. They are the hereditary and habitual enemy of the ELF. The distinct classes of Troll are as follows:

TROLL LORDS:	AVERAGE HITS POINTS 11 MOVEMENT 50 feet/turn ALIGNMENT NEUTRAL (BLACK)	BODY TYPE HUMAN HIT DICE 2(+1)
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The lords of troldom are slightly larger than human size. They are highly cunning and fond of both treasure and human women. They are not capable of human magic, as are ELVES, but they do have ability in the Faerry arts. If allowed, Troll Lord characters should be rolled with a +10% strength and dexterity and normal human intelligence and stamina. To utilize magic their intelligence must be higher than 70.

TROLLS:	AVERAGE HIT POINTS 20 MOVEMENT 50 feet/turn ALIGNMENT NEUTRAL (BLACK)	BODY TYPE HUMAN HIT DICE 4
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This plebian troll is a creature of immense strength and size. He is a vicious, somewhat stupid, predator whose favorite flesh is that of Humans. They are the thralls and pawns of their masters, the troll lords, when these Lords are present. When encountered without a Troll Lord present they will always attack and fight to the death IRREGARDLESS of the odds. In rolling the characteristics for this Troll strength and stamina are +100%, 101-200. The dexterity and intelligence are -60% with the lowest possible intelligence being zero and the lowest dexterity 01.

(OPTIONAL) TROLL KING:	AVERAGE HIT POINTS 20 MOVEMENT 50 ft/turn ALIGNMENT NEUTRAL (BLACK)	BODY TYPE HUMAN HIT DICE 4
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The hereditary masters of Troldom. These trolls have the advantageous characteristics of BOTH of the above troll types with none of the disadvantages. If the intelligence is high enough, as for human requirements, they are capable of casting magic of the Faerry. No more than one king will be found with any troll group.

CHARACTERISTICS OF TROLLS ENCOUNTERED:

TROLL TYPE	LEVEL	WEAPON TYPE	ARMOR TYPE	MAGIC ABILITY
TROLL	1	club/stone axe	none	none
TROLL LORDS	3	non-ferrous metal	non-ferrous metal	15 pts
TROLL KING	1-10	+5% magic	+5% magic	6 per level

TROLL ENCOUNTERS

ROLL	NUMBERS	TYPE
01-40	1-3 T (1-3 1T, 4+5=2T,6 3T)	HUNT
41-70	1-10 T	HUNT
71-90	11-20 T/ 1-3 TL/1-3 0/	NOBLE HUNT
91-95	1-6TL/per TL/1-10 T/10g per TL/	LOW RAID
96-99	20T per TL/1-10TL/(1TK)/11-20 0/1TR per TL/	HIGH RAID
100	50 T per TL/2-13 TL/(1TK)/ 2-20 TR/1-12 0g	ROYAL ARMY

CODE FOR ABOVE:

T = Troll/ TL = Troll Lords/ 0 and 0g = Ogres/ TK = Troll King/ TR = Trow

THE TROLL LAIR:

There is a 20% chance that Trolls are found in the lair. If so, the lair is a cavern complex. To determine the size of the tribe roll a single 20 sided die and add 90 to the result consulting the above table. If you do not desire to randomize the troll presence in the complex, simply take the **MAXIMUM** figure for a **HIGH RAID** as the number of inhabitants. If in Lair there will be 2 trow present and 1-6 Ogres instead of the figures listed above. The above figures represent what the force is like after it has been marshalled for a task.

TROLL TREASURE:

TROLL AND OGRE: 10% chance per of 1-10 copper pieces

TROW: 10% chance of 1-3 jewels

TROLL LORDS: **OUT OF LAIR**

1-100 gold pieces
1-6 Jewels
1-3 Jewelry

IN LAIR

as **OUT OF LAIR** plus the following:
400-1000 gold pieces
1-3 Miscellaneous Treasure
1-4 Jewels
30% 1-3 HUMAN WOMEN

TROLL KING: **OUT OF LAIR**

1000-1500 GP
1-6 Jewels
1 (2X value) Jewelry

IN LAIR

As out of lair plus
500-5000 gold pieces
2-20 Jewels
1 (4X value) Jewelry
1-6 Human Women
(+ 20% dexterity)
(and charisma)

CENTRAL HOARD

10000-60000 GP
1-100 Jewels
1-10 OTHER Treas.

The central Hoard represents the collected wealth of the tribe. Its safety is one of the primary duties of the Troll King. All treasures mentioned above, except out of lair, are found in rooms and hidden places in the cavern complex. They are not carried around by the listed owner. Out of lair gold pieces for the Troll King and Troll Lord are carried by a servant. In the case of the TK by a Trow or Ogre. The Troll Lord wealth is carried by a troll. All jewelry is worn by the owner.

(OPTIONAL)

THE TROLL HORSE:

AVERAGE HIT POINTS 45

MOVEMENT 100 ft/turn

ALIGNMENT NOT APPLICABLE

BODY TYPE LION

HIT DICE 9

This mount of troldom is a thundering steed of monstrous strength. It is twice the size and strength of a human horse though it is of somewhat limited speed and dexterity. If it is decided to use this horse in your campaign each troll King will have one when found out of Lair. In addition, any Troll Lord encountered out of lair with more than 500 gold pieces will be mounted on one of these monsters. Common trolls will never be mounted. Finally, the horse of the troll has the culinary preferences of the troll.

A BIT ON THE TROLL RACE:

Unless trolls encountered are without troll lords **OR** the force is set on a greater purpose, **HIGH RAID** or higher encounter type, they will attempt to capture humans 30% of the time and Human females 100% of the time. Trolls will only negotiate with humans at all if they are offered great treasure or a large number of women. There is a 40% chance they will believe a Magician who offers these and a 10% chance of believing others. A **LAW** magician will never negotiate with trolls in this manner. The only time that trolls can be thus "reasoned" with is before people are eaten (if successful) or finally may attempt to convince a Troll Lord or King that you succeed in taking prisoner. When encountered, unless done very carefully, trolls will always fight before talking.

In relations with the Faerry races the Trolls kill elves on sight. Important elves are captured and tortured for 1-10 months before the troll allow them to die. Trolls have no dealings with

dwarves, attack Faerry that they happen to notice and are more or less friendly to Goblins as long as these remember who is master and who is slave. Basically they work with Goblins when it is convenient to do so. This is a rare occurrence indeed. The best relations that the troll have with any creature or thing in the world is with Chaotic magicians who care little for "minor" scruples such as cannibalism, white slavery, etc. when their power can be advanced by ignoring such minor ideas. To reflect this tendency the referee can add an option of finding a level 3-8 Human magician with any troll force **LOW RAID** and higher on a roll of 30% or less.

DWARVES:	AVERAGE HIT POINTS 7	BODY TYPE HUMAN
	MOVEMENT 40 feet/turn	HIT DICE 2(3) minimum
	ALIGNMENT NEUTRAL (GREY)	value 3 hits

The dwarf is a warrior of the greatest endurance. In addition they are the masters of all ironsmiths and masters of rune lore. Dwarves determine their ruler by his mastery of these skills, not his prowess as a warrior.

Physically the dwarf is a small creature in height with immense girth. In rolling a dwarf character strength is rolled at +10% and stamina +20%. The Intelligence of the dwarf is +5%. All other characteristics are as for human. Dwarves are encountered in the mountains or in their cavern complexes or otherwise underground. They are always armed with a metal weapon and armor.

Basic Game Dwarf encounters are rolled on the following table:

ROLL	NUMBER	TYPE
01-35	1-6 D	HUNT
36-60	1-10 D/1 LM	NOBLE HUNT
61-80	11-20 D/ 1 LM	PATROL
81-95	5D per LM/ 1-6 LM	GUARD
96-99	200 D and 1 LM per LK/1-3 LK	ARMY
00	200 D and 1 LM per LK/1-6 LK/1 DK	GRAND ARMY

DESCRIPTION OF ENCOUNTERS:

A **HUNT** represents a group of Young warriors out hunting. A **NOBLE HUNT** is an officially blessed hunt that could be seeking meat or scouting far fromt he cave or even on some mission (10% chance). A **PATROL** is a section of the tribe patrolling the perimeter of the area that the dwarf tribe considers to be theirs. Unless the party contains **GOBLINS** they will generally not attack unless attacked. If attacked, or the party contains Goblins, they will attack if the party is smaller than their force. If not they will blow the War Horn which will summon an **ARMY** (roll 1-5) or **GRAND ARMY** (roll 6) in 1-50 turns. Time required is a function of how close they are to the tribe's home.

A **GUARD** is found only on the entrance to the cavern complex that houses a dwarf tribe. If this group is encountered when the party has discovered a main entrance to a dwarf cavern complex. Beyond this method there is only a 10% chance of finding an entrance to such a complex. (See rules on **CAVERNS COMPLEXES** for explanation.)

If a tribe is found they will have 1-6 **GUARD** contingents and 1 **GRAND ARMY** contingent as their population.

An army is a force dispatched by the tribe as a punitive attack for some injustice that the tribe has suffered. They will not combat persons who do not try to hinder them and whom they have no quarrel with. If given a berth they will pass without trouble. A **GRAND ARMY** is dispatched only when the dwarf realm has been invaded and is seriously threatened. If this encounter is met by the party there will be another army in the hex. Roll 1 **HUMAN**, 2-4 **GOBLIN**, 5 **ELF**, 6 **TROLL**. Any persons encountered by this army will be taken prisoner until the combat is over. This will be 1-6 days of captivity. If desired it can be fought and the players given the option of aiding the Dwarves or trying to escape. Law characters will always aid the Dwarves against a Chaotic enemy, Trolls or Goblins. They will always try to escape if the enemy is Lawful. Any other event is at their personal discretion. The alignment of Human forces is rolled randomly.

ATTRIBUTES OF DWARVES ENCOUNTERED:

TYPE	LEVEL	MP	ARMOR	SWORD	MAGIC KNOWN TO DWARF	
					RUNES	SONGS
DWARF	1	NONE	NORMAL	metal	none	none
LORE MASTER (LM)	2	10	+ 5%	metal	1-3	1 + 2
LORE KING (LK)	6	36	+ 8%	+ 5%	1-8	1-6
DWARF KING (DK)	8-13	8/level	+ 15%	+ 15%	1-17	1-10

DWARF TREASURE:

DWARF TYPE	OUT OF LAIR	IN LAIR
DWARF	1-6 SP	2-20 GP/ 10% chance Jewel
LORE MASTER	1-3 GP	1-100 GP/ 1-3 Jewelry (x1)
LORE KING	1-10 GP	20-200 GP/ 1-6 Jewelry (x 2)/1 Misc. Treasure/1 Magic
DWARF KING	10-100 GP	1000-100000 GP/ 1-10 Jewels (x10) 2-20 Jewelry (x5) 2-20 Miscellaneous Treasure 1-6 Magic

In addition to the treasure listed above they will have their personal armor and weapon. The multipliers listed for in lair treasures is multiplied times the final value of the item.

A BIT ON THE DWARF:

The Dwarf is the most strongly neutral character in the game. Beyond his artistic pursuits his only interest is in the defense of the realm and revenging of wrongs done it. In the basic game the Dwarf will produce items for Humans that desire them if the human proves himself a friend by performing a mission set by the Dwarves. This mission is entirely up to the referee and should be weighed by both the level of the asker and the value of the item that he seeks. In the basic game the dwarf will produce only magic weapons or armor. The value of the weapon or armor will be as stated above for the various arms of the dwarf levels. EX = If Dwarf King makes the axe its value is + 15%. Anyone that forces a Dwarf to produce an item for them will have a cursed item and will have to roll a saving throw versus 8 point magic or he will be slain by a death curse.

GOBLINS	AVERAGE HIT POINTS 5	BODY TYPE HUMAN
	MOVEMENT 40 feet/turn	HIT DICE 1
	ALIGNMENT NEUTRAL (BLACK)	

Of all the Faerry races the Goblin is the most generalized in its habitat. They are encountered in woods, swamps, mountain and underground. They will only attack, when encountered, if they outnumber the opposition by at least three to two. If this is not the case, they have a 50% chance that they will trail the force encountered. During this period the tribe will be marshalling. This marshalling will take 1-4 days. If the goblins are not avoided by the end of this period, the party will be attacked by 200-2000 Goblins. Of these 20% will have leather armor and five will be capable of using magic. If so capable they may use NON ALIGNMENT spells three points or less, excluding TELEPATHY, for up to 12 magic points per day. These Goblin magicians are the Kings of the tribe, their level is four. The level of the armored goblins is two. If desired, Goblin characters are rolled with -10% Intelligence and normal strength.

Goblins encountered will have 1-6 copper pieces per goblin and 10-100 copper pieces per armor wearer. Goblin Kings will have gold as for armor wearers plus a 50% chance of having 1-3 pieces of jewelry. If encountered in the lair they will have twice the amount rolled above. If encountered in mountains or underground, the lair will be a cavern complex; if elsewhere, the lair will be an open campsite or a cave. The chance of finding a Goblin Lair, when Goblins are en-

countered is 30%. If found, the camp will have 30-180 Goblins, 20% armored, and 1 Goblin King. Goblins encountered out of the lair, as mentioned in the preceding paragraph, will be found in numbers of 3-30 creatures. None of these are armored.

THE FAERRY:	AVERAGE HIT POINTS 3	BODY TYPE HUMAN
MOVEMENT	ground 40 ft/turn	HIT DICE 1(-2)
	flying 80 ft/turn	minimum zero

ALIGNMENT NEUTRAL (WHITE or GREY)

The Faerry is a kindred race of the Elf. They are masters of time and illusion. Faerries attack only through the use of their magical abilities. Each faerry encountered is capable of using 6 points of faerry magic per level. The faerry steal children whenever possible. These are used by them as artisans in their own realm. A child thus stolen can never be recovered without entering the faerry realm if more than 12 hours lapses after the theft. In addition there is a 50% chance they will attempt to steal any human encountered that has a charisma of 90 or higher to serve in their realm. Physically the faerry are winged and 13-24 inches in height. In physical combat, a hit from any larger creature will kill them.

Faerry encounters are determined on the following table:

ROLL	LEVEL 1	2	4	6	10	15
01-30	1-10	1-6	n	n	n	
31-50	1-10	1-10	1-4	1	n	n
51-70	2-20	1-10	1-6	1	n	n
71-90	1-100	2-20	1-10	1-6	1	n
91-96	1-100	2-20	2-20	1-10	1	n
97-100	1-100	1-100	2-20	1-10	1-4	1

Faerries encountered above are capable of using faerry runes and songs equal to their level. In example a level 6 can use faerry runes 1-6 and songs 1-6. If their level is higher than the number of a type of faerry magic that faerries are capable of using, it simply means that they can use all of that type.

Faerries carry little or no treasure into the mortal realm. Per faerry encountered there will be one gold piece. Faerries of higher than level 6 will have one gold piece per level and a jewel (-20' on value table).

A BIT ON THE FAERRY:

Of the races of Faerry the Faerries are the most benevolent and at the same time the most involved with humans. They reward friendly behavior towards them generously and repay wrongs committed against them savagely and with great cunning. They generally never stay in the material plane of Human existence more than 24 hours. In the main they live in a different planar dimension which is the original home of all the Faerry races. If the referee allows expeditions into such sidereal dimensions, the treasure to be found in a Faerry lair is twice that that can be found in an Elvin castle. The Faerry, like the Elves, when at home are castle dwellers.

Unless, as mentioned previously, they are attracted by something the Faerries will not generally attack other creatures.

GROUNDRULES FOR THE FAERRY RACES:

- A. The five races, or their animals, will never willingly be encountered in daylight.
- B. Elves will always attack Trolls and vice versa.
- C. Dwarves will always attack Goblins and any that attempt to bar such attack.
- D. Elves will never attack the Faerry.

In the basic game the referee should be careful to limit the contacts between these races and Humankind. They are selfish races and will only have dealings with other creatures in their own interest.

CHANGELINGS**AVERAGE HIT POINTS 15****MOVEMENT 60 feet/turn****ALIGNMENT NEUTRAL (BLACK)****BODY TYPE HUMAN****HIT DICE 3**

A changeling is an entity left by elves and faeries when they steal human children. The basic type for these rules has immense strength, +50%, and is a totally unpredictable killer. This type of a changeling will fight with a +10% chance to hit. Per person encountered in any given month there is 10% chance that he will attack him. The relation of the person to the changeling has no effect on the chance of attack. Changelings have normal human appearance and live normal human life spans. They are in the form of humans because of the magic that is on them. In the basic game, to reduce complexity of character, if the changeling is discovered to be a changeling it will disappear. (This is not how it actually was but is close enough for the basic game.) The only means of uncovering a changeling are to make it cross water or to make it laugh. To do either it must be tricked. There is a 30% chance of successfully tricking him in this way. If attempted and failed, the changeling will attack. This attempt may only be made once by a given party of players. If attack comes, the changeling attacks the **WHOLE** party, not just the trickster.

FAERRY CAVERN COMPLEX

ENTRANCES: Each complex has **ONE** main entrance and 1-3 Side Entrances. Each side entrance has a 20% chance that it is a natural fissure. If so, it is warded with a trap rune if a Troll or Dwarf complex. If Goblin, it is unguarded. If the entrance is not a natural fissure, it will be guarded by runes, unless a Goblin complex, and a contingent of the race as guards. If it is a **DWARF** complex, it will be guarded by the **GUARD** encounter listed in the Dwarf section. If it is a **TROLL** complex, it will be guarded by **ONE** Troll Lord and 1-6 Trolls (roll 1-4) or 2 Ogres. In addition the entrance will be a secret entrance that must be found in the appropriate manner. **GOBLIN** complexes are guarded at the side entrance by 2-20 Goblins, none armored.

The main entrances of these complexes are 12-30 feet wide and 12-30 feet high. If a **DWARF** complex, the entrance will be guarded by the maximum **GUARD** encounter and will have a massive metal door warded by runes. If it is a **TROLL** complex, there will be no door. The guard will consist of 1-6 **TROLL LORDS** and 21-30 **TROLLS**. A **GOBLIN** main entrance will be warded by 10-100 Goblins, 10% of which will be armored.

WARD RUNES: Trolls and Dwarves ward their dwellings through the fixing of permanent runes on them. The following tables list the runes used for this purpose in the basic game:

RUNE	DWARF COMPLEX	TROLL COMPLEX
TRAPS	01-50	01-60
PARALYSIS	51-70	—
MIGHT	81-90	61-70
TOMORROW	71-80	—
INVINCIBILITY	91-100	—
FASCINATION	—	71-90
GLAMOUR	—	91-100

This table is used only if the runes are determined randomly. At his option the referee can set up the runic defenses of the complexes as he sees fit. If determined randomly, there is **ONE** rune on each side entrance and 1-3 on the main entrance. The runes will never be sprung by the creatures living in the complex, only by enemies with hostile intent.

When such a rune is sprung, it will act as the rune in the Faerry Magic section. Once sprung it must be reactivated by the casting of **ONE** magic point by a member of the tribe. There is a 20% chance of a rune at the door of any room and a 40% chance of a rune at any intersection.

These ideas are only indications of what the referee can do. Once the complex is drawn the defenses are entirely at your discretion. In addition to magical defenses feel free to add natural pratfalls and other non-magical traps.

COMPLEX SIZE: The size of the complex will vary with the population of the tribe. A **GOBLIN** complex will have **TWO** feet of tunnels per **GOBLIN** and **ONE** room per 30 Goblins in addition to the central throne room. Secret passages may be added as part of the complex's defenses at the referee's option. The size of the rooms is not included in the length of corridor that the complex is allowed but the total side length of the rooms should not exceed the length of corridors. For determining side length take the length of the room's longest side. **EXAMPLE:** If room is 20' by 40' you would add 40 feet to the total.

A **TROLL** complex will have **ONE** level per 300 trolls in the population. The trolls will generally share massive common caverns. From these caverns will radiate corridor ways to the more private rooms of the troll lords and troll king. The majority of these rooms should be in the lower levels with the majority of the common caverns being on the first level. Side entrances will access the complex at a randomly determined level. The main entrance will access the complex as a large corridor leading to a common cavern. A common cavern is large enough to accommodate up to 100 trolls easily. When found will have 1-100 trolls in it.

A **DWARF** complex will have **ONE** level per **ONE HUNDRED** dwarfs in the population. The top level will contain the main corridors and throne room. The lower levels will be the dwellings of the dwarves and the mines. Each level will have 21-30 rooms large enough to house 1-10 dwarves. The throne area will have a force equal to $2 \times$ the maximum **GUARD** encounter at all times. The main hall and corridors that lead to it must be massive in size and ornate. The throne room must be at least 100 by 200 feet. The dwarves pride themselves on their craftsmanship and are highly ostentatious in the display of this ability. Side entrances to a dwarf complex will access at a random level as for the troll troll side entrances. With these facts in mind the actual details of the complex are entirely at your discretion.



ELEMENTALS:

Elementals are creatures that exist in, and are comprised totally of, **ONE** of the four elements believed to exist by classical peoples. These elements are Fire, Air, Earth and Water.

In all except two cases elementals are encounterable only when conjured by a magician. The magic required to conjure an elemental is totally dependent on the strength of that elemental class and the alignment of the casting magician. The alignment of the magician comes into play because of the alignment that the elements tend to. This base alignment is: **FIRE AND AIR = LAW, EARTH AND WATER = CHAOS**. It is far easier and less hazardous for a Chaotic magician to conjure a Water elemental than a Fire elemental and vice versa as regards a Law magician.

For this game a fifth class is added to the standard four elements, Astral elements. The substance of these is ethereal and tied to the forces of neutrality.

In the simple game each of the five elements will have two types of elementals. They will be listed with a numerical figure. This number, times the alignment modifier is the number of magic points required to summon them. These modifiers are:

LIKE ALIGNMENT: ONE

In example take a Fire elemental. Say the elemental's

ONE REMOVED: TWO TIMES

number value was 10. He is Law. A Law magician could

TWO REMOVED: FOUR TIMES

summon him for 10 magic points, a neutral magician

for 20 magic points and a Chaotic magician for 40 magic points. In the reverse the same would be true for an Earth elemental worth 10. For Astral Law and Chaos are both **ONE REMOVED** from **NEUTRALITY**.

Elementals do not operate under any alignment restrictions. The differential is simply because of their nearness to the essences of different alignment forces. It is easier to call someone ten feet away than ten miles.

THE BASIC ELEMENTALS OF FIRE:

THE SALAMANDER: 10 Av. Hit Points, 2 Hit Dice, Reptile Body, 7" MVT. Salamanders are small creatures of fire. Their numerical value is 5. Any creature hit by a salamander will burst into flames. When hit is recorded a saving throw is allowed. If fail the throw you are dead, if made must avoid for one turn.

"MAGMA LIZARD" (sic): 20 Av. Hit Points. The numerical value of this elemental is 10. Any creature that comes within 20 feet of the elemental must make a saving throw. If it is failed the creature bursts into flames and dies. The elemental may move 100 feet per turn. (A Salamander moves 200 feet per turn.) Neither type of fire elemental is intelligent. 4 Hit Dice, Reptile Body, 10" MVT.

Dragons, Jinns and Ifreet are unaffected by Fire elementals.

ELEMENTALS OF AIR:

THE SLYPH: Av. Hit Points 10, 2 Hit Dice, Humanoid, 15", MVT, (AIR). A Slyph is a man-like creature comprised of air and controlling the same. They are intelligent with a numerical value of 5. They will never harm men unless magically compelled to do so and thus are not really "encountered" in a basic sense. A Hit from a Slyph will score three hits.

THE THUNDERBIRD: Av. Hit Points 20, 4 Hit Dice, Bird-like, 15" MVT, (AIR). This force of the air has a numerical value of 10. They cause effect through the storms they command. The storm will cover 50 cubic feet. Anyone within must make a saving throw, if failed they are dead; if not suffer one hit and thrown out of area of effect. While the elemental remains the area of effect may be moved up to 200 feet on any one turn.

Air elementals may only be used in air that is not surrounded by another element. In example they can be summoned to an open meadow but NOT to a subterranean cavern. The air in the meadow is free, the air in the cavern is "imprisoned" by earth.

ELEMENTALS OF WATER:

UNDINES: Human size (10), 2 Hit Dice, Humanoid, 5" MVT. The Nymphs of the Sea. The numerical value of these is 5. They may be encountered without being magically summoned. They are found only in water in that case. All Undines have looks greater than 100 and are female. They are also totally carnivorous. They dwell in houses beneath the waves and are often friendly to mortal men that do them no harm. If attacked they are relentless and viscous enemies. Undine hit causes normal damage.

"KIN-MYRMID": Av. Hit Points 20, 4 Hit Dice, Reptilian, 6" MVT. The numerical value of this elemental is 10. Anyone that is within 20 feet of it is drowned. It will move 60 feet per turn. Any solid obstacle before it is undermined and battered down. Effect area only. Solid obstacle refers only to inanimate objects. No such effect on animate objects.

ELEMENTALS OF EARTH:

GNOMES: 2 (6) Hit Dice, Humanoid, 4" Per Turn. The Gnome is a dwarf sized elemental on earth. He is as skilled a smith as is the dwarf and is not afflicted by iron. He is however afflicted by silver and any hit with this metal will act as a poison spell on a gnome. 10 (30) Av. Hit Points.

The numerical value of a Gnome is 5. They have the ability to pass through the earth in the same manner that humans do air. In combat they are capable of size matamorphism, they may alter to giant size at any time they desire. Time to achieve the full change is one turn. If hit while changing suffer double damage. When changed they will be capable of fighting as an Ogre in all attributes, except with Gnomes' intelligence, etc. Only their size will change.

Gnomes may be encountered in mountain or subterranean areas. They are generally malevolent to humans. They will only have peaceful dealings with Humankind if magically compelled or in some way in their own interest.

SONS OF GEA: Av. Hit Points 40, 8 Hit Dice, Humanoid, 7" Per Turn. These elementals are animated stone children of the earth itself. Their numerical value is 10. In size they are equal to the **ANAKIM**. Because of their connection to the earth they will have the following attributes.

1. Anyone who approaches to within 10 feet of them will have to take a saving throw against being swallowed by the earth. The movement of these elementals cause tremors that affect this ten square foot area. If swallowed, are dead. If not, you must roll each turn that you are within ten feet. This effect occurs only while the elemental is in contact with earth.
2. The elemental is untiring and invulnerable while it is in physical contact with the earth. If lifted from the earth or kept from contact in some way may be killed. If only wounded and allowed to touch the earth again the damage will heal immediately.

Lifting this elemental from the ground requires an actual strength of at least 100. To hold once lifted must make saving throw against five point magic each turn. Three turns out of con-

tact will automatically kill the elemental.

ASTRAL ELEMENTALS:

"ETHETRAUM": Astral unhittable except by magic and appropriate weapons. The numerical value of this elemental is 5. The effect is to create a ten cubic foot area of ethereal distortion. Any entity that enters, or is passed over, this entity must take a saving throw against insanity as for chaos insanity spell. If fail are thenceforth incurable comatose and will die in 1-6 days. For this elemental effect wizards add 30 to their throw (roll 40 = 10). This is due to the control learned and utilized by magicians over emotions. Their chance of being affected in this manner is thus greatly diminished.

ASTRAL WELL: The numerical value of this elemental is 20. The elemental affects a circle with a 30 foot radius extending upwards into the air to infinity. Anyone within the effect or who passes through it has a saving throw against 13 point magic. If the throw is failed they are dead as their essence and being is drawn from them to the astral plane. Anyone making their throw must take a throw against insanity and will be stunned 1-6 hours. The well may move 20 feet per turn in ground orientation.

The Ethetraum moves 60 feet per turn.

These are the basic elementals applicable to this game. Others will be covered in the projected expansions on this work.

RESTRICTIONS ON ELEMENTALS AND ELEMENTAL USAGE:

A. Effect of Elementals on Elementals:

1. Central conflict of the elements in **AIR** vs **EARTH** and **FIRE** vs **WATER**. This conflict exhibits itself in all levels of existence and is the basis for the alignments themselves. The Astral is the watcher and Judge and the force of Neutrality. In later material supplemental to this work the dichotomy hinted at here will be explained and delineated in its full detail.

B. Elementals and their Elements:

Elementals are at home only within the embrace of their element. If they are summoned out of contact with their element, they will start dying immediately. They are supported by contact with their element and cannot exist without this contact.

To simulate this restriction the following rule will apply to all elementals:

Per turn out of contact with their element the element will be reduced 1 hit point in value. Each turn this occurs they will take a saving throw against six point magic. If they make it, they will return to their element and disappear, if not they will continue to perform the magician's wishes. Per 20% that the elemental is reduced persons taking a saving throw against their effects will have a 5% greater chance of making the throw. (If elemental reduced 60% would be 15%.) If the elemental is reduced 100% it is dead and magicians contact with that element is severed (see following section).

C. Magical Contact and Use of the Elements:

To utilize elemental forces the magician must perform a ritual. This ritual will require the expenditure of thirteen magic points per day for one full week plus an initial week of purification. This expenditure will allow you to evoke elementals of **ONE** element. To evoke elementals of all five elements would require the performance of the above five times. Forces of the elements may not be evoked unless this ritual is performed or you possess a magical item allowing this contact.

Alignment restrictions apply to this in that the first element you make this pact with must be an elemental of your alignment. If you are **LAW** it must be either Fire or Air, if **NEUTRAL** it must be Astral, and if **CHAOS** it must be Earth or Water. Under no circumstances may a magician make pact with any element force before he has performed his first alignment spell and determined his alignment.

The magic expended to evoke the elemental is not a portion of the above ritual. It is the necessary force and payment for implementing the pact obtained.

D. Control of Elementals:

The amount of effort that the magician must expend to maintain and control the elemental once conjured is dependent on the difference in the alignments of the element and the casting magician. This is determined on the following chart:

ALIGNMENT DIFFERENCE	CHANCE BREAK	
ZERO	30%	If the magician's control is broken by the elemental, the magician must expend one-half the number of magic points he expended to summon the
ONE	50%	
TWO	70%	elemental to reestablish his control. Until this control is reestablished the elemental will perform random actions of the following chart:

ROLL	ACTION	
2	Dematerialize	
3 + 4	Move South	If the elemental is out of his element subtract 5 from the die roll. If the element is of a different alignment add the difference in the alignments to the die roll.
5 + 6	Move East	
7 + 8	Move West	
9 + 10	Move North	
11	Stand	If the elemental leaves, he is lost and must be resummoned anew. All magic expended to regain control in this case
12	ATTACK CASTING MAGICIAN	

are lost. If the elemental attacks the magician he will attack until dispelled or the magician is killed. Roll for random action will be taken each turn until a result of dematerialize or attack magician is achieved. On killing the casting magician the elemental automatically dematerializes.

When magician attempts to reestablish control he rolls a saving throw against **ONE** magic point. If he makes it, control is reestablished; if not, the elemental will dematerialize, if of the same alignment, or attack if the alignment differs.

At anytime desired the magician may dispell an elemental he **CONTROLS**. This requires the expenditure of 1/10 the number of points of the summons or 1 magic point, whichever is higher (if cost you 40, dispell for 4; if cost 5, dispell for 1).