

BJ FROST



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magic

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MAGIC

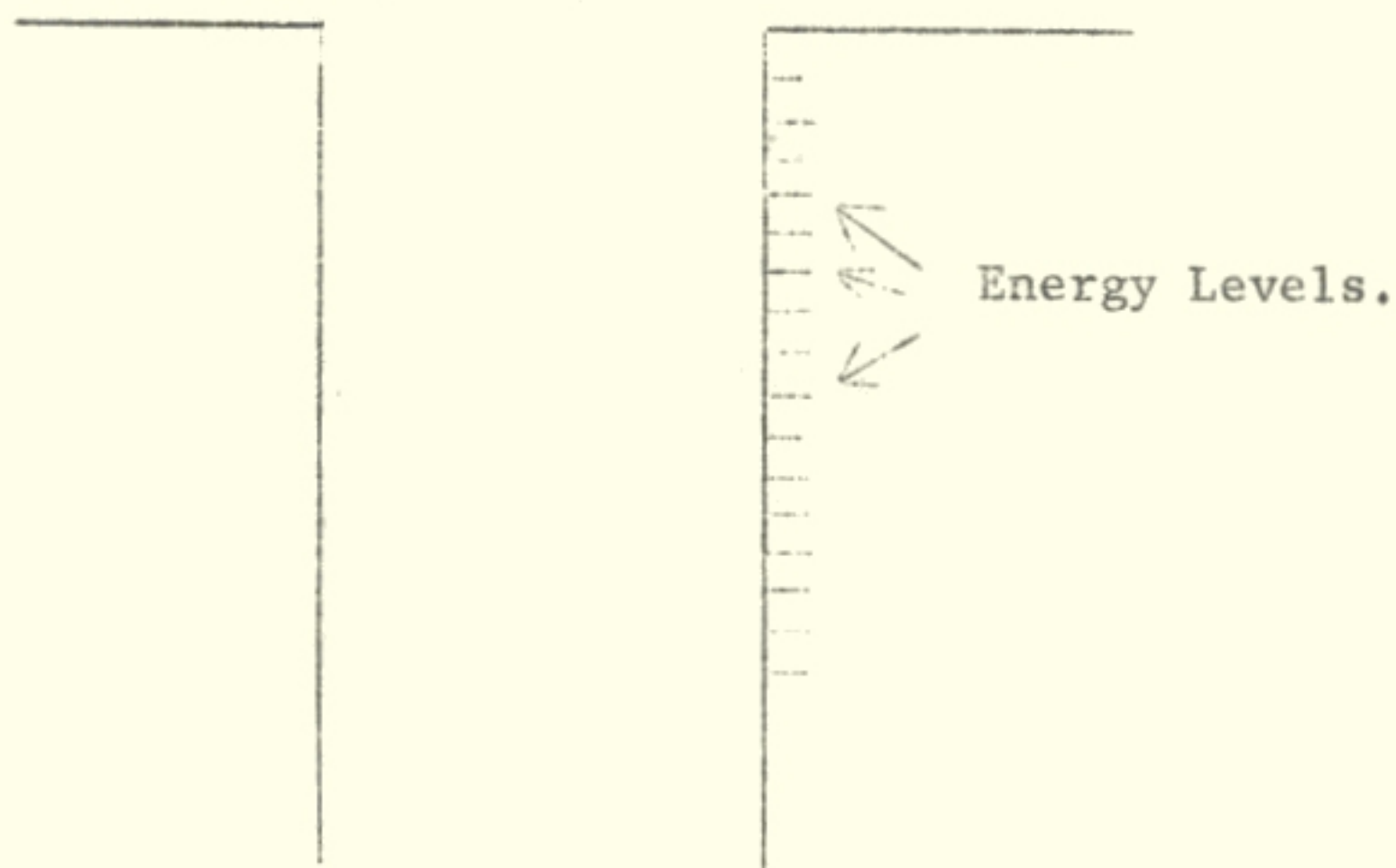
Any character who has a B greater than 0 has the capacity to study and employ magic. However, the higher the B grading the more easily spells are understood and performed.

There is no limit to the number of spells available to a character providing he has the mental capacity to understand them. The spells themselves are listed in the section on casting, along with their effects. They are divided, for the purposes of alignment, into;

- (a) The White Arts
- (b) The Grey Arts
- (c) The Black Arts

The categories are sub-divided into sections containing spells of similar type; i.e; spells connected with fire are in one section, spells concerned with physical powers in another, and so on.

The performance of a spell uses up a specific number of ENERGY LEVELS (henceforth referred to as E.L.). A character possesses an infinite number of E.L. but cannot, initially, use them all. The character must learn how to "tap" this source of power. Players might like to visualise this as a sort of "energy well".



The first E.L. is near to the surface and easy to use (and incidentally, easy to regain once used) but as "deeper" levels are put to use they are less easily extracted.

The ability to use an increasing number of E.L. is governed by a number of factors dealt with later.

The effect of a spell is expressed as a Percentage Success governed by the Casting Score (C.S.) and is affected by any Magical Resistance that a particular subject may possess.

The C.S. of a spell is made up of the following factors.

A) Basic Casting Score. (Determined by the player's characteristics)

Intellect.....1 - 10

Concentration. 1 - 10

Memory ..... 1 - 10

Accuracy ..... 1 - 10

Total: 4 minimum, 40 maximum.

(The characteristics above are taken from the Column B factors originally calculated when a character is created. Any of these factors that have scores greater than 10 are counted as 10).

B) Practice. (Determined by the Practice Table).

Practice Points .... 0 to 70 minus B.C.S. (Basic Casting Score).

Players may gain Practice Points for each spell.

If the Player's B.C.S. is 30, he may obtain a maximum number of points for each spell equal to 70 minus 30 = 40.

Practice Points are not transferable between spells, i.e. if a character has 20 P.P. for a Scan Spell and 0 P.P. for a Summon Demon Spell he cannot use the 20 P.P. for the Summon Demon Spell.

C) Variable Casting Score.

Time Spent Performing Spell .....1 - 10

Emotional State .....1 - 10

Random Factor .....1 - 10

Total: 3 minimum, 30 maximum.

The scores for each the factors above are dealt with separately under their specific sections.

The Random Factor is a 10 - sided dice throw.

Note that the Variable Casting Score (V.C.S.) will change as the circumstances under which the spell is cast, change.

D) Magical Resistance of Subject. (if any).

Minus 0 to 100

Where as all the factors in A. B and C above are added together to form the C.S., the Magical Resistance (M.R.) is deducted from the C.S.

Add A + B + C minus D to obtain the Casting Score. This final C.S. is the Casting Score for that spell at that time.

Each spell has a Basic Energy Level Requirement. This number of E.L. required is given in the Spell Tables after the title of the spell.

FOR A SPELL TO BE CAST 100% SUCCESSFULLY, THE REQUIRED NUMBER OF ENERGY LEVELS MUST BE USED AND THE CASTING SCORE MUST BE 100.

The C.S. is very rarely as high as 100, so in order to cast a spell at 100% success, more E.L. must be used. The actual number of E.L. that a player must expend in order to cast a spell at 100% success is given by,

$$\text{E.L. NEEDED} + \text{BASIC E.L. REQUIREMENT} \times \frac{100}{\text{CASTING SCORE}}$$

By turning this formula around, the Percentage Success of a spell may be easily calculated.

$$\text{PERCENTAGE SUCCESS of a SPELL} = \frac{\text{E.L. USED} \times \text{C.S.}}{\text{BASIC E.L. REQUIREMENT}}$$

This means that as the C.S. will almost certainly be less than 100, as character must expend more E.L. than the Basic E.L. requirement in order to achieve 100% Success.

#### EXAMPLE

A character, possessing 35 Energy Levels, with an Intellect of 7, accuracy of 6 Concentration of 8 and Memory of 9 wishes to perform a Fireball Spell at 20 yards range.

The Basic E.L. Requirement for this spell is 24 E.L.

The character throws a 10 - sided dice for his Random Factor and scores 5.

The character spends an adequate amount of time performing the spell (see section "Time Spent Performing Spell") and thus receives a score of 10 for this factor.

The referee decides that the Emotional State of the character is calm and unexcited and thus gives the player 10 for this factor.

The character has performed the spell before and has amassed a total of 20 Practice Points for that spell.

The Spell is being cast at a group of Yorthki, having a Magical Resistance of 25.

Thus the C.S. for the spell is:

$$\begin{array}{ccccccccccc} 7 & + & 8 & + & 6 & + & 9 & & + & 5 & + & 10 & + & 10 & & + & 20 & - & 25 & = & 50 \\ \text{B.C.S.} & & & & & & & & & \text{V.C.S.} & & & & & & \text{P.P.} & & \text{M.R.} & & \text{C.S.} & & \end{array}$$

Therefore for the spell to be cast at 100%, the character must use

$$\frac{24 \times 100}{50} = 48 \text{ Energy Levels}$$

#### ENERGY LEVEL RECUPERATION TABLES

<u>Percentage of E.L. Used</u>										
<u>0-5,</u>	<u>6-10,</u>	<u>11-15,</u>	<u>16-20,</u>	<u>21-25,</u>	<u>26-30,</u>	<u>31-35,</u>	<u>36-40,</u>	<u>41-45,</u>	<u>46-50</u>	
Time:	30	30	30	40	40	40	50	50	50	1h
	<u>51-55,</u>	<u>56-60,</u>	<u>61-65,</u>	<u>66-70,</u>	<u>71-75,</u>	<u>76-80,</u>	<u>81-85,</u>	<u>86-90,</u>	<u>91-95,</u>	<u>96-100</u>
Time:	1h	1h	1h	2h	2h	2h	2h	2h	3h	3h

### How to Use the Energy Level Recuperation Table.

When a character has lost some Energy Levels he may regain them through meditation.

The referee should divide the number of E.L. used by the character by the maximum number available to him (i.e. when he has not used any E.L. and is at full strength) and then multiply by 100. This will give the referee the Percentage of E.L. Used and will be a figure between 1 and 100.

The referee should then apply the figure to the corresponding column in the table above. Under this will be a figure or figure and letter. The figures refer to the number of minutes that the character must meditate for before he regains 5% of his E.L. (1h, 2h and 3h stand for 1,2 and 3 hours respectively).

Thus, as the character regains E.L. the rate will change because he will not have so many E.L.. left to recuperate and will use different columns on the table.

#### EXAMPLE

A character with 120 E.L. when fully rested expends 54 E.L. on a spell, he then wishes to recover these E.L. by meditation. The referee calculates that 54 E.L. is:

$$\frac{54}{120} \times 100 = 45\%$$

of the character's total.

On the table, the 41-45 column corresponds to 50 minutes of meditation before 5% are recovered.

The player decides to meditate for 4 hours. In the first 50 minutes he regains 5%. The referee then uses the 36-40 column on the table because the character has now used only 40% of his E.L. The next 5% of the E.L. are regained in the next 50 minutes and so on.

If this character meditates for 4 hours he will regain:

$$\begin{array}{rcccccccc} 5\% & + & 5\% & + & 5\% & + & 5\% & + & 5\% & = & 25\% \\ 50 & + & 50 & + & 50 & + & 40 & + & 40 & = & 230 \text{ minutes} \end{array}$$

The character would still have 20% of his E.L. unrecuperated and would have to undertake further meditation in order to regain them.

The character has only 35 E.L. so he cannot possibly cast this spell at 100% success. However, if he uses all of his E.L. he may cast the spell at:

$$\frac{35}{24} \times 50 = 73\% \text{ Success.}$$

This means that the fireball will cause only 73% of the damage that it would normally inflict.

Information that should be kept permanently should be stored on the Player Characteristic Sheet. This includes the B.C.S., the spells, Practice Points and so on. Spaces on the sheets are included for this purpose. The Variable Casting Score will have to be re-calculated each time a spell is cast.

## Regaining Energy Levels

Energy Levels are regained naturally at the rate of 1 per hour. However, this rather slow rate can be accelerated by meditation.

When players wish to meditate they must stop moving and not talk or otherwise perform any actions mental or physical. If a character is disturbed whilst meditating, 50% of the E.L. already regained are lost again. The character must decide how long he is going to spend meditating before he begins.

The number of E.L. regained in a given time is shown by the Energy Level Recuperation Table, when meditating.

Meditation is also an integral part of performing some spells, in the lists of spells following the amount of meditation stated must be undergone in order that the spell should function.

The meditation is performed after the initial preparation.

If a meditator is interrupted in his meditation, he will lose half of the energy levels he would have used in the spell, and will have to start again.

Note that the Energy Level Recuperation Rate may be affected by the B Grading of the character. Halving or doubling of the rate at which energy is regained applies both to natural recuperation and to meditation.

Characters do not suffer any outward effects of E.L. loss until they expend 75% or more (apart from simply not having the energy to cast spells). At this point the character obtains 1 Fatigue Point per Knowledge Point of any spell cast.

The character can use all his E.L. until he has no energy left at all but if he attempts to cast a spell that will cause a negative number of E.L. he will go into a coma out of which he will not wake until he has waited five times the normal time needed or is given extra energy from an exterior source. If the character expends so much energy that he falls below more than 20% of his total in the negative, he will immediately die.

### EXAMPLE

A character with 100 E.L. casts a spell and uses 130 E.L. This means that he will have minus 30 E.L. which is a more negative number than minus 20, which is 20% of the character's E.L. The character thus dies.

## THE CASTING OF SPELLS

When a character comes to cast a spell he should be given the following information:

- i) The Basic Energy Level Requirement of that spell.
- ii) The character's Basic Casting Score.
- iii) The number of Practice Points for that spell.

The character should under no circumstances (unless he is magically divining the information) be told the following information:

- i) The Variable Casting Score.
- ii) The Magical Resistance of the target, if any.
- iii) The Casting Score.
- iv) The Percentage Success.

This means that the players will have to learn for themselves, the hard way, by trial and error, the number of E.L. they need to expend. They will either quickly become shrewd magicians or unsuccessful campaigners.

#### PRACTICE AND PRACTICE POINTS

Each time that a spell is cast, he will gain a certain number of Practice Points (P.P.), as governed by the Practice Table, for that particular spell.

The maximum number of P.P. that a character may amass, for each spell is equal to 70 MINUS the BASIC CASTING SCORE.

Practice Points are awarded immediately after the performance of the spell.

#### PRACTICE TABLE

		<u>% Success of Spell</u>									
		<u>0-9</u>	<u>10-19</u>	<u>20-29</u>	<u>30-39</u>	<u>40-49</u>	<u>50-59</u>	<u>60-69</u>	<u>70-79</u>	<u>80-89</u>	<u>90-100</u>
No. of times that the spell has been performed	1)	1	1	2	2	2	2	2	3	3	5
	2)	1	1	2	2	2	2	2	2	3	4
	3)	1	1	1	2	2	2	2	2	3	3
	4)	1	1	1	1	2	2	2	2	2	3
	5)	-	1	1	1	1	2	2	2	2	3
	6)	-	-	1	1	1	2	2	2	2	2
	7)	-	-	-	1	1	1	2	2	2	2
	8)	-	-	-	-	1	1	1	1	2	2
	9)	-	-	-	-	-	1	1	1	1	2
	10+)	-	-	-	-	-	-	1	1	1	1

Players should keep a note of how many P.P. they have for each spell and list them separately on the Player Characteristic Sheet.

#### GAINING EXTRA ENERGY LEVELS

Just as successful combat brings an increase in a character's ability to fight, so successful magic increases a character's ability to cast spells.

All characters begin the game with five E.L. Each time that a spell is performed they may gain extra E.L. which may be added to their total of E.L. once all the original E.L. have been recuperated.

By this method characters gradually increase in power. With more E.L. the character has a greater capacity to learn new spells and cast his old spells to greater effect.

Use the following ENERGY LEVEL BONUS TABLE to determine how many new E.L. are gained per spell cast;

#### ENERGY LEVEL BONUS TABLE

<u>Energy Levels used in Spell</u>	<u>Percentage Success</u>									
	<u>0-9</u>	<u>10-19</u>	<u>20-29</u>	<u>30-39</u>	<u>40-49</u>	<u>50-59</u>	<u>60-69</u>	<u>70 or above</u>		
1 - 10	0	0	0	0	0	1	1	2		
11 - 20	0	0	0	0	1	1	1	2		
21 - 30	0	0	0	1	1	1	1	3		
31 - 40	1	1	1	1	1	1	2	3		
41 - 50	1	1	1	1	1	2	3	3		
51 - 60	1	1	1	1	2	2	3	4		



ENERGY LEVEL BONUS TABLE (continued).

Energy Levels used in Spell	Percentage Success								
	0-9	10-19	20-29	30-39	40-49	50-59	60-69	70 or above	
61 - 70	1	1	1	2	2	2	4	4	
71 - 80	1	1	1	2	2	3	4	5	
81 - 90	1	1	1	2	3	3	5	5	
91 - 100	1	1	2	2	3	4	5	6	
101 - 110	1	2	2	3	3	4	6	6	
111 - 120	1	2	2	3	4	5	6	7	
121 - 130	1	2	2	3	4	6	7	8	
131 - 140	1	2	3	4	5	6	7	8	
141+	1	2	3	4	6	7	8	9	

The extra E.L. are added to the character's original E.L. total after they have been regained.

IMPORTANT NOTE

Characters must have a better reason to cast a spell than merely to increase their number of E.L. It is up to the referee to decide whether the player has cast the spell for a valid reason. His is the final decision in the matter. To cast spells without a bona fide reason is considered to be cheating and guilty players should be punished by having their character penalised by the referee and/or their gods.

It is also considered to be bad form to cast a spell and then sit around in an unlikely situation in order to meditate. Characters who insist on sitting in monster's lairs waiting for their E.L. to return or in other absurdly dangerous places should frequently find themselves attacked whilst off-guard.

EXAMPLE

A character with 10 E.L. casts a spell using 5 E.L. and obtains a success of 62%. Using the E.L. Bonus Table, after recovery, the wizard has 10 + 1 = 11 E.L.

Note that the referee should never tell the player the exact success of a spell or the character's exact C.S. (one can be calculated from the other). The referee should, however, tell the player how he has done in general terms.

EXAMPLE

A character casts a spell at 20% success. The referee should tell him that 'the spell is rather weak' or that 'your opponent merely laughs at your effort' etc. One of the duties of the referee is to work out as many different ways of telling the players good, bad or indifferent news without the players being able to tell exactly how well or badly they have done.

PERCENTAGE SUCCESS OF SPELLS

Spells are not always going to be performed at 100% Success. This may be because the character has estimated the number of E.L. required inaccurately, a high Magical Resistance in his target, insufficient E.L. available or some other misfortune. If the full success of the spell is not attained then it is up to the referee to decide how this loss in effect should be simulated.

Most of the Spell Descriptions provide guidelines for the referee in this matter. Some spells operate on an 'all-or-nothing' basis, that is they will work at 100% only and nothing less. Some spells lend themselves easily to a reduction of effectivity i.e. a spell which inflicts 50 points of damage at 100% success will inflict 70% x 50 = 35 points at 70% success.

The more qualitative spells are more difficult to deal with but the Spell Descriptions should give the referee some help.

#### EMOTIONAL STATE OF CASTER

The emotional state of the caster at the time of the casting is decided by the referee and is given a score of 1 to 10, 10 being the best state and incidentally, the calmest.

In deciding the Emotional State of the player, the referee should give equal consideration to the wizard's scores for Intellect and Reason, and to the number of Fatigue Points the wizard has accrued, as well as the immediate external factors.

#### EXAMPLE

A character who has just been surprised by a monster will have an Emotional State of 3 - 5 (1-2 should only be awarded in rock-bottom situations such as after the death of a comrade etc.) but a character sitting in his study, calmly casting a spell will have an Emotional State of 9 - 10, unless the spell is particularly dangerous.

#### TIME SPENT PERFORMING SPELL

The more complex and demanding a spell is, the more time is required for its casting. The complexity of a spell is governed by the number of Knowledge Points attached to it, which in turn govern the number of spells that a character may know. Knowledge Points (K.P.) will be explained in detail after this section.

Each spell in the Spell Description Tables has the number of K.P. and E.L. requirement written after the title. The following table gives the minimum time in which a particular spell may be cast at 100% using the basic E.L. Requirements.

<u>K.P. OF SPELL</u>	<u>TIME</u>	<u>K.P. OF SPELL</u>	<u>TIME</u>
1	-	11	1 min.
2	-	12	2 min.
3	-	13	3 min.
4	5 sec.	14	5 min.
5	5 sec.	15	10 min.
6	5 sec.	16	15 min.
7	15 sec.	17	20 min.
8	30 sec.	18	30 min.
9	45 sec.	19	1 Hour.
10	1 min.	20	6 Hour - 1 Year*

\* Depending on spell.

The times in the table refer only to the actual time performing the spell. It may only take an instant to confer a 'protection from evil' spell on an amulet but it would take quite a long time to make an amulet.

If a character performs a spell in (or over) the time allowed, he obtains a factor 10 for the Time Spent Performing Spell factor which goes to make up the C.S.

If the spell is cast in a hurry i.e. in less time than the time allowed then the character receives only a fraction of the maximum amount allowed for this factor. The factor can never be greater than 10 or less than 1.

EXAMPLE

A character casts a spell with 5 K.P. (i.e. minimum time, 30 seconds) in only 15 seconds. The factor will thus be:

$$15/30 \times 10 = \frac{1}{2} \times 10 = 5 \text{ points.}$$

The same procedure is used for any spell.

KNOWLEDGE POINTS

Each character possesses a number of Knowledge Points (K.P.) as determined by the number of Energy Level (E.L.) he possesses. The number of K.P. govern the number of spells that a character can retain in his memory at any one time.

The K.P./E.L. table shows how many K.P. a character possesses.

The number of K.P. for each spell may be found in the Spell Tables after its title. The player must add together the K.P. for each spell that he knows and if the total is greater than the number of K.P. allocated to him (governed by his E.L.) he must commit the excess spell(s) to writing rather than to memory.

These spells will usually be written in a grimoiré, a magic book. Without this book the character cannot perform the spells.

To perform the spells written in a grimoiré, they must be read aloud (no whispering).

When a character acquires more energy levels and thus more Knowledge Points, he may commit more spells to memory and will be able to perform them without recourse to the grimoiré.

No practice points are allocated for spells performed from a scroll or grimoiré.

Unless protected by a spell, grimoirés and scrolls are susceptible to fire and water on ordinary paper as parchment, but parchment scrolls do not age.

EXAMPLE

A character with 8 E.L. has 23 K.P. (See K.P./E.L. Table). and has found or learnt the following spells.

KNOWLEDGE POINT/ENERGY LEVEL TABLE (K.P./E.L.)

<u>E.L.</u>	<u>K.P.</u>	<u>E.L.</u>	<u>K.P.</u>	<u>E.L.</u>	<u>K.P.</u>
1	16	34	85	67	306
2	17	35	89	68	316
3	18	36	93	69	327
4	19	37	97	70	338
5	20	38	101	71	349
6	21	39	105	72	360
7	22	40	110	73	371
8	23	41	115	74	383
9	24	42	120	75	395
10	25	43	125	76	407
11	26	44	130	77	419

KNOWLEDGE POINT/ENERGY LEVEL TABLE (K.P./E.L.) (continued)

<u>E.L.</u>	<u>K.P.</u>	<u>E.L.</u>	<u>K.P.</u>	<u>E.L.</u>	<u>K.P.</u>
12	28	45	135	78	431
13	30	46	141	79	443
14	32	47	147	80	455
15	34	48	153	81	467
16	36	49	159	82	479
17	38	50	165	83	492
18	40	51	172	84	505
19	42	52	179	85	518
20	44	53	186	86	531
21	46	54	193	87	544
22	48	55	200	88	567
23	50	56	207	89	581
24	53	57	215	90	595
25	56	58	223	91	610
26	59	59	231	92	625
27	62	60	240	93	640
28	65	61	249	94	655
29	68	62	258	95	670
30	71	63	267	96	685
31	74	64	276	97	700
32	77	65	286	98	715
33	81	66	296	99	730
				100	745
				+1	+15

<u>SPELL</u>	<u>NUMBER OF K.P.</u>
1..... Web of Paralisation	10
2..... Night Vision	7
3..... Telepathy	6
4..... Slow/Haste	8
5..... Cause Smoke	2
6..... Communicate with Animals	4
TOTAL	<u>37</u>

The alternatives open to the character are as follows:

<u>SPELLS MEMORISED AND READY FOR USE</u>	<u>K.P.</u>	<u>SPELLS WRITTEN FOR FUTURE</u>
A)      1          2          3	23	4      5      6
B)      1          2          5      6	23	3      4
C)      2          3          4      5	23	1      6
D)      1          4          6	22	2      3      5

And so on.

Thus as the number of K.P. increases, as the number of E.L. increases so does the ability to learn spells.

SPECIALISATION AND CHOICE OF SPELLS

At the beginning of the game after a player has worked out his Column B Characteristics, he may be entitled to know a certain number of Spells from a certain number of categories. The player should turn to RANDOM SPELL DETERMINATION TABLE B and throw a percentage die, once for each

category. (i.e. if instructions are choose '5 spells from 3 categories' the die should be thrown 3 times).

Using Table 1, this will give the categories from which the spells should be taken. The player should then turn to Table 2 and taking each selected category in turn, throw further dice until all the spells have been selected. The player may then total the K.P. of the spells and decide which, if any, he will commit to memory and which will have to be kept in reserve.

#### EXAMPLE

A player at the beginning of the game has 5 E.L., 20 K.P. and a choice of 5 spells from 3 categories. Turning to Random Spell Determination Table B; Table 1, he throws 3 percentage dice, scoring:

43                      09                      71

These scores correspond respectively to:

- 1) Matter Control
- 2) Protection from Evil
- 3) Communication

Turning to Table 2 and the 'Matter Control' category, the player throws a percentage die and scores 24.

This means that the player has the spell:

'Door Spell'

Then, turning to the 'Protection from Evil' category, he throws 89, giving:

'General Psychic Protection'

Then to 'Communication and a throw of 50, giving:

'Communication with Humans'

Then back to 'Matter Control' for selection of the fourth spell and to 'Protection from Evil' for the fifth and final spell.

Thus selection of spells should be carried out in the same order as for selection of categories.

The method exemplified above is the best for games starting without much character background. For games where the characters have a history of their education, upbringing etc. and players with magical ability who have been apprenticed to wizards, it is better for the referee to choose the spells rather than determine them randomly.

#### SPECIALISATION

The category with most K.P. devoted to it is the specialisation category of the character and for each spell in that category the character should have a Practice Total of 10 points to begin with. Practice Points for spells in the Specialisation Category that are obtained in the course of the game, are doubled. The maximum number of P.P. that may be obtained (100 - B.C.S.) may not, however, be increased.

#### MAGICAL RESISTANCE

This is some figure from 0 - 100 that is deducted from the C.S. when the spell is cast. Certain creatures have an innate Magical Resistance and objects can have it also. If a player is casting a spell on another character (or himself) with the prior consent of that character, any M.R. that the subject possesses is reduced by 51% to 100% decided randomly.

Normally humans possess no innate M.R. but they may gain some by increasing their number of E.L. or by finding protective magical items. Magical Resistance for the number of E.L. possessed is shown below:

<u>E.L.</u>	<u>M.R.</u>	<u>E.L.</u>	<u>M.R.</u>	<u>E.L.</u>	<u>M.R.</u>	<u>E.L.</u>	<u>M.R.</u>
0	0	14	6	28	19	46-50	27
1	0	15	6	29	20	51-55	28
2	0	16	7	30	21	56-60	29
3	0	17	8	31	22	61-65	30
4	1	18	9	32	22	66-70	31
5	1	19	10	33	23	71-75	32
6	2	20	11	34	23	76-85	33
7	2	21	12	35	24	86-95	34
8	3	22	13	36	24	96-105	35
9	3	23	14	37	24	106-120	36
10	4	24	15	38	25	121-135	37
11	4	25	16	39	25	136-150	38
12	5	26	17	40	25		
13	5	27	18	41-45	26	Each 50 extra.	1 extra

Thus a character with 24 E.L. has a M.R. of 15 while a character with 424 E.L. has a M.R. of 43.

#### SPELL COMBINATION

There is nothing to stop a character casting 2 or more different spells at the same time except that character's own energy reserve. If one spell takes three minutes to cast successfully and the other six minutes, the whole combination takes 6 minutes, not 9 (or 3). However, both spells become operative together at the same instant, not one before the other.

#### COOPERATION BETWEEN CHARACTERS

Two or more characters may cooperate and put Energy Levels towards a communal "pool". Then the characters can use this energy pool in the normal way. Energy pooling is done in the following way:

1) The characters involved must be within 10 feet of each other and sitting or lying. Using 10% of their E.L. each character goes into a trance

2) Each character may contribute 41 - 90% of their Energy Levels remaining to the pool (this is determined randomly).

3) The characters cast the spell(s) required using the energy in the pool. The Casting Score is the average of all the characters involved. Use an Emotional State of 10.

The trance can be broken at any time after the donation of E.L. but once broken all remaining E.L. in the pool are lost.

One or more characters can donate E.L. to other wizards in a coma due to E.L. loss. The donating character does not have to go into a trance but cannot increase the stricken wizard's E.L. total to more than 10% of that wizard's original total. Nor can he reduce his own E.L. total to less than 20% of the original total.

#### RANDOM SPELL DETERMINATION TABLE...A.

This table arranges the spells by increasing the number of Knowledge Points and is used mainly for the determination of which spells a non-player wizard possesses. Random Spell Determination Table ....B arranges the spells in their categories and is used mainly for the determination of which spells are found in scrolls and books. (See also the

section on Libraries). To use Table A throw a normal dice then a percentage dice. If the normal dice shows 4,5 or 6 add 100 to the percentage dice score. The number of K.P. may be found in the bottom right hand corner of the box.

<u>%age</u>		<u>Spell Group 1</u>		<u>%age</u>		<u>Spell Group 7</u>	
01	A	Salves, Ointments		57-58	A	Word-heal per Lt. Wound	
02	B	Petty Magic	1	59-60	B	Word-heal 1 pt. Illness	
<u>SPELL Group 2</u>				61-62	C	Divination of Future	
03-04	A	Potions		63-64	D	Web of Binding	
05-06	B	Amulets + Charms		65-66	E	Night Vision	7
07-08	C	Cause Overlong Burning		<u>Spell Group 8</u>			
09-10	D	Cause Smoke		67-68	A	Slow/Haste Spells	
11-12	E	Illusions		69-70	B	Detection of Living Being	
13-14	F	Door Spells	2	71-72	C	Detection of Truth/Lies	
<u>Spell Group 3</u>				73-74	D	Water Breathing	
15-16	A	Detect Magic		75-76	E	Increased Phys. Abilities	8
17-18	B	Ventriloquism	3	<u>Spell Group 9</u>			
<u>Spell Group 4</u>				77-78	A	Cause Combustion at Dist.	
19-20	A	Cause Heat in Metal		79-80	B	Heat Beam	
21-22	B	Detection of Evil/Good		81-82	C	Explosive Runes	
23-24	C	Seeing Great Distances		83-84	D	Growth/Shrinkage of Anml.	
25-26	D	Communicate With Animals	4	85-86	E	Stealth	
<u>Spell Group 5</u>				87-88	F	See Gate/Portal	9
27-28	A	Surgery		<u>Spell Group 10</u>			
29-30	B	Magic Circle		89-90	A	Reverse spell/Anti spell	
31-32	C	Specific Psychic Protection		91-92	B	Deamination/Reamination	
33-34	D	Prevention of Mind- probe		93-94	C	Wall of Fire	
35-36	E	Vulcan Knee-grip		95-96	D	Fireball	
37-38	F	Hole	5	97-98	E	Fire/Lightning Bolt	
<u>Spell Group 6</u>				99-100	F	E.S.P.	
39-40	A	Temp. Protection from Magic		101-102	G	Telekinesis	
41-42	B	Temp. Prot. from Beings		103-104	H	Movement of Earth/Water	
43-44	C	Burn Comb. Objt. at Hand		105-106	I	Detection of Substances	
45-46	D	Extinguish Flame.		107-108	J	Web of Paralisation	
47-48	E	Telepathy		109-110	K	Invisibility	
49-50	F	Visual. of Distant Events		111-112	L	Communication with Humans	
51-52	G	Purify Water/Food		113-114	M	Dimension Sack	10
53-54	H	Detection of Undead		<u>Spell Group 11</u>			
55-56	I	Communication with Plants	6	115-116	A	Mind Control	
				117-118	B	Wall of Water	
				119-120	C	Nature Spirits	11

<u>Page</u>		<u>Spell Group 12</u>	
121-122	A	Longevity	
123-124	B	Astral Projection	
125-126	C	Levitation	
127-128	D	Teleporation	
129-130	E	Animal Metamorphosis	
131-132	F	Animate Objects	
133-134	G	Wall of Stone	
135-136	H	Flight	
137-138	I	See thru' Solid Matter	
139-140	J	Conjure Demon	
141-142	K	Cause Pain	
143-144	L	Wall of Ice	12
<u>Spell Group 13</u>			
145-146	A	Animal Flesh/Stone	
147-148	B	Invulnerability	13
<u>Spell Group 14</u>			
149-150	A	Force Field	
151-152	B	Scan	
153-154	C	Wall of Iron	
155-156	D	Change of Form	
157-158	E	Conjure Elemental	
159-160	F	Comm. with Elmtl/Nat. Sprt.	
161-162	G	Cause Delusion	14
<u>Spell Group 15</u>			
163-164	A	Web of Death	
165-166	B	Cause Affectation	
167-168	C	Rejuvenation	15
<u>Spell Group 16</u>			
169-170	A	Molecule Destruction	
171-172	B	Weather Control	
173-174	C	Matter Creation	
175-176	D	Cause Lunacy	
177-178	E	Animate Corpse	16

<u>Page</u>		<u>Spell Group 17</u>	
179-180	A	Remove Curse	
181-182	B	Disruption Sp/Time Cn	
183-184	C	Reverse Gravity	
185-186	D	Ka Conjurati.on.	
187-188	E	Scan for Travel	
189-190	F	Cause Haunting	17
<u>Spell Group 18</u>			
191-192	A	Conjure Ghost	
193-194	B	Produce Lich	
195-196	C	Cause Death	18
<u>Spell Group 19</u>			
197	A	Re-animate Dead.	
198	B	Curse	19
<u>Spell Group 20</u>			
199	A	Time Portal	
200	B	Defy Entrophy	20



RANDOM SPELL DETERMINATION TABLE.. B.

In this table spells are arranged by class rather than by the number of K.P. The first part of the table determines randomly which category a spell is to be found in and the second part determines which spell within the category is to be selected.

TABLE 1

<u>Age Throw</u>	<u>Spell Category</u>	<u>Age Throw</u>	<u>Spell Category</u>
1- 3	Physical Medicine	48-51	Divination
4- 8	Psychic Medicine	52-55	Creation of Matter
9-14	Protection from Evil	56-63	Physical Powers
15-24	Pyric Spells	64-67	Being Conjunction
25	Illusions	68-72	Communication
26-34	Psychic Powers	73-84	Academic Knowledge
35-36	Telekinesis	85-90	Miscellaneous
37-38	Teleportation	91-94	Necromancy
39-42	Metamorphosis	95-99	Evil Eye
43-47	Matter Control	100	Summon Demon

TABLE 2

<u>Age Throw</u>	<u>Spell Category</u>	<u>Age Throw</u>	<u>Spell Category</u>
	<u>Physical Medicine</u>		<u>Pyric Spells continued</u>
1-58	Salves	60-70	Cause Heat in Metal Object
59-87	Potions	71-77	Extinguish Flame
88-100	Surgery	78-81	Wall of Fire
	<u>Psychic Medicine</u>	82-85	Fireball
1-35	Word-heal	86-89	Fire/Lightning Bolt
36-56	Longevity	90-95	Heat Beam
57-73	Rejuvenation	96-100	Explosive Runes
74-88	Remove Curse		<u>Illusions</u>
89-100	Restore Life		Illusions
	<u>Protection from Evil</u>	1-100	
1-15	Magic Circle		<u>Psychic Powers</u>
16-52	Amulets and Charms	1- 8	Astral Projection
53-67	Specific Psychic Protect	9-25	Telepathy
68-75	Reverse Spell/Anti- spell	26-42	Vis. of Distant Events
76-83	De-animation/Re-animation	43-53	E.S.P.
84-95	General Psychic Protection	54-63	Mind Control
96-100	Force Field	64-80	Clairaudience
		81-87	Scan
		88-94	Body-Mind
		95-100	Body-Ectoplasmic Form
	<u>Pyric Spells</u>		<u>Telekinesis</u>
1- 8	Burn Comb. Object at Hand		Levitation
9-31	Cause Overlong Burning	1-46	Telekinesis
32-54	Cause Smoke	47-100	
55-59	Cause Comb. at Distance		
60-70	Cause Heat in Metal Object		

<u>Age Throw</u>	<u>Spell Category</u>	<u>Age Throw</u>	<u>Spell Category</u>
	<u>Teleportation</u>		<u>Physical Powers con</u>
1-59	Teleportation	48-57	Night Vision
60-100	Disrupt.Space/Time Cntrm	58-63	Invulnerability
		64-71	Stealth
		72-76	Change of Form
	<u>Metamorphosis</u>	77-91	Vulcan Knee Grip
1-19	Animal To Animal	92-100	Incr. Physcl. Abilities
20-37	Animal to Stone		
38-62	Growth/Shrinkage of Anml.		
63-100	Purify Water/Food		
			<u>Being Conjuraton</u>
	<u>Matter Control</u>	1-27	Conjure Demon
1- 6	Molecule Destruction	28-50	Conjure Elementals
7-57	Door Spells	51-80	Conjure Nature Spirits
58-71	Slow/Haste Spells	81-100	Conjure Ka.
72-81	Movement Earth/Water		
82-91	Weather Control		
92-100	Animate Objects		
			<u>Communication</u>
	<u>Divination</u>	1-27	Comm.with Animals
1-20	Detection of Evil/Good	28-45	Comm. with Plants
21-47	Detection of Magic	46-56	Comm. with Humans
48-57	Detection of Living Being	57-64	Comm. with Conjured BNG
58-70	Detection of Undead	65-100	Ventriouism
71-80	Detection of Truth/ Lies		
81-88	Detection of Substances		
89-100	Divination of Future		
			<u>Academic Knowledge</u>
	<u>Creation of Matter</u>	1-100	Academic Knowledge
1-11	Wall of Stone		
12-20	Wall of Iron		
21-32	Wall of Water		
33-43	Wall of Ice		
44-62	Web of Binding		
63-75	Web of Paralisation		
76-84	Web of Death		
85-92	Matter Creation		
93-100	Gravity Control		
			<u>Miscellaneous</u>
	<u>Physical Powers</u>	1- 8	Time Portal
1- 6	Flight	9-16	Defy Entropy
7-13	Invisibility	17-26	Scan for Travel
14-22	Water-breathing	27-44	See Gate/Portal
23-41	Seeing Great Distances	45-52	Earth Speed
42-47	Seeing thru' Solid Matter	53-84	Hole
		85-100	Dimension Sack
			<u>Necromancy</u>
		1-25	Conjure Ghost
		26-53	Animate Corpse
		54-75	Re-animate Dead
		76-100	Produce Lich
			<u>Evil Eye</u>
		1-18	Cause Pain
		19-33	Cause Affectation
		34-45	Cause Death
		46-59	Cause Lunacy
		60-75	Cause Delusion
		76-88	Cause Haunting
		89-100	Curse

Summon Demon

1-100                      Summon Demon

This table is used in the following way; when a spell has to be determined randomly, throw a percentage dice. Consult Table 1, this will give the category of the spell. Then proceed to the corresponding category in Table 2. Throw another percentage dice and from this result select a spell as shown.

For certain spells (Academic Knowledge and Summon Demon etc) the referee will have to work out in greater detail which demon or which branch of knowledge has been selected. It is left to the referee to use whatever manner he sees fit to accomplish this .

S P E L L   T A B L E S

T H E   W H I T E   A R T S

	KNOWLEDGE	ENERGY
	<u>POINTS</u>	<u>LEVELS</u>
<u>PHYSICAL MEDICINE</u>		
1) Salves, ointment, for curing specific illness, per oz.	1	2
2) Potions, per nip.....	2	3
3) Surgery .....	5	-
<u>PSYCHIC MEDICINE</u>		
1) Word-heal, per Light Wound .....	7	20
per 1 pt. Fatality Group..	7	25
2) Longevity, per extra month .....	12	20
3) Rejuvenation, per month .....	15	30
4) Remove Curse .....	17	100
5) Restore Life .....	20	100
per year dead .....		+1
<u>PROTECTION FROM EVIL FORCES</u>		
1) Magic Circle .....	5	10
2) Amulets and Charms .....	2 up to	60
3) Specific psychic protection .....	5 up to	140
4) Reverse Spell and Anti-Spell .....	10	Energy of spell directed against caster + 10%
5) De-animation and Re-animation .....	10	As for 4
6) General psychic protection (mobile)... (for static, see Magic Circle)		
i) Temporary protection against magic	6	Variable
ii) Temporary protection against beings..	6	Variable
7) Force Field .....	14	Variable

T H E G R E Y A R T S

	<u>KNOWLEDGE POINTS</u>	<u>ENERGY LEVELS</u>
<u>PYRIC SPELLS</u>		
1) Burn Combustible Object at Hand ....	6	6
2) Cause Overlong Burning .....	2	2
per 15 minutes .....	2	3
3) Cause smoke from burning object ....	2	4
4) Cause Combustion at Distance .....	9	6
per yard range .....	-	1
5) Cause Heat in Metal Object (too hot to hold) 4		4
6) Cause Heat in Metal Object at Distance		
per yard range .....	-	1
7) Extinguish Flame .....	6	10
8) Extinguish Flame at Distance		
per yard range .....	-	1
9) Wall of fire 12' long, 6' high per		
10 minutes..	10	25
Double each dimension .....	-	10
10) Fireball, diameter 6', 15yds., range	10	20
Each extra 5 yds. range ....	-	4
11) Fire/Lightning Bolt, 15yds. range ..	10	20
Each extra 5 yds. range ....	-	4
12) Heat Beam, very hot, 15yds. range...	9	16
Each extra 5 yds. range ....	-	5
13) Runes of Destruction .....	9	8

ILLUSIONS

There are 5 grades of illusion:

Energy levels are given for 10 minutes duration, and after the slash, for each extra 10 minutes.

1) Poor .....	2	6/3
2) Unrealistic .....	2	9/4
3) Good .....	2	12/6
4) Very Good .....	2	16/8
5) Excellent - a work of Art.....	2	20/10
Each Man-sized image .....	2	5
Each Monster-sized image .....	2	10
Each House-sized image .....	2	30

Subjects will believe the illusion if it has the percentage success as shown in the table below:-

<u>SUBJECT</u>	<u>GRADE</u>				
<u>MAGIC RESISTANCE</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
1-20	30%	25%	20%	10%	1%
21-40	60%	50%	30%	10%	1%
41-60	90%	80%	60%	40%	20%
61-80	Never	90%	75%	60%	50%
81-100+	Never	Never	90%	70%	60%

PSYCHIC POWERS

	<u>KNOWLEDGE POINTS</u>	<u>ENERGY LEVELS</u>
1) Astral Projection - Basic score (requires 1 Hours concentration with no energy level gain) .....	12	50
Per 5 minutes in state of projection (max. = 15 mins.) .....	-	10
i) To see past.....	-	15
ii) To see present .....	-	25
iii) To see future .....	-	35
2) Telepathy, Mind reading.....	6	
To calculate Energy levels required:		
1) Multiply own Number of E.L. by 3 Multiply the difference between this figure and the Magic Resistance of the subject by 3.		
2) To prevent one's own mind being probed, more Energy Levels must be used 1CL = 1 M.R. Point 5		Up to referee
Over a distance, add 20 energy levels per 100 yards.		
3) Visualisation of distant events, requires 30 minutes....		
meditation per 3 minutes visualisation ..	6	
up to 100 yards .....	-	5
up to 440 yards .....	-	10
up to 880 yards .....	-	20
up to 1 mile .....	-	40
up to 10 miles .....	-	80
up to 100 miles .....	-	160
4) E.S.P. ....	10	20
		plus distances as in 3.
5) Mind Control ---- As 2) .....	11	
i Attacker must be twice as successful to take over mind.		
ii To suggest thoughts, he must be 20% more successful.		
iii To place thoughts he must be 60% more successful.		
iv To numb subjects mind, he must be 150% more successful.		
6) Clairaudience .....	As for 3)	
7) Scan .....	14	Variable
8) Body Mind (with Meditation - 1 Hour) .....	15	40
9) Body Ectoplasmic Form (with Meditation - 1 Hour)	17	50

TELEKINESIS

1) Levitation, per 30 secs. (20' movement) ..	12	8
per 4 stones (max. 40 stones)		6
2) Telekinesis, per 20 secs. (20' of movement)	10	10
per 4 stones .....		6

KNOWLEDGE  
POINTS      ENERGY  
LEVELS

TELEPORTATION

1) Per man, or similar sized object.....	12	
(minimum expenditure 50 levels)		
up to 200 yards .....		50
up to 500 yards .....		65
up to 10 miles .....		100
up to 50 miles .....		150
up to 120 miles .....		200
2) Disruption of Space-Time Continuum .	17	120

METAMORPHOSIS

Animal to animal (similar sizes). Small.	12	30/40
Large..		50/60
Animal flesh to stone (and vice versa.) Small	13	40/50
Large..		60/70
Growth/shrinkage of animal .....	9	10
Purify water/food .....	6	15

% Success

Spells more than 80% successful will be permanent.

70% - 80%	Years
60% - 70%	Several months
50% - 60%	A few months
40% - 50%	Weeks
30% - 40%	Days
20% - 30%	Hours
10% - 20%	Minutes
0% - 10%	Seconds

MATTER CONTROL

1) Molecule Destruction.. Man-sized animal	16	30
Small Boulder		35
2) Door Spells .....	2	1-140
3) Slow/Haste Spells .....	8	

Energy Levels per man-sized creature for  
5 minutes:

<u>Subject</u> <u>MAGIC RESISTANCE</u>	<u>ENERGY</u> <u>LEVELS</u>	<u>SUBJECT</u> <u>MAGIC RESISTANCE</u>	<u>ENERGY</u> <u>LEVELS</u>
1 - 10	2	41 - 50	10
4 - 20	4	51 - 60	12
21 - 30	6	61 - 70	14
31 - 40	8	71 - 80	16
		81 - 100	20

Multiply the number of energy levels by the number of creatures.

To paralyze a creature, use Slow Spell at x4 Energy Levels.

	<u>KNOWLEDGE POINTS</u>	<u>ENERGY LEVELS</u>
4) Movement of Earth/Water		
Per cube 10yds. x 10yds. x 10 yds	10	20
For 10yds. movement x5		
For 20yds. movement x6		
For 30yds. movement x7 etc. etc.		
5) Weather Control		
For first 15 mins. ....	10	50
For each additional 10 mins.....	-	15
6) Animate Objects per horse-sized object	12	40
Per minute of control.....	-	2

#### DIVINATION

1) Detection of		
i) Evil/Good, per 50' away	4	5
ii) Magic, per 50' away	3	6
iii) Living Being, per 50' away	8	10
iv) Undead etc. per 50' away	6	8
2) Detection of Truth/Lies .....	8	
Energy, if subject offers no resistance		
Subject's Magical Resistance + 1		
If subject offers resistance,		
as for Telepathy 2.		
3) Detection of substances, per 20' away, for 1 hour.		
(using correct divination		
materials)	10	10
4) Divination of future. No. of energy levels		
expended indicates amount of time, C.S.		
will show accuracy of predication.	7	
Days.....(1-7)		10
Weeks.....(1-4)		25
Months .....(1-20)		50
Few Years.....(1-6)		75
Several Years....(7-12)		100
Over 12 years....		150

#### CREATION OF MATTER

1) Physical Barriers		
i) Wall of stone, per 10' section		
(10 x 10 x 2).....	12	25
per every 10' away from caster	-	1
ii) Wall of iron, per 10' section		
(10 x 10 x 1)	14	28
per every 10' away from caster	-	1
iii) Wall of water, per 10' section		
(10 x 10 x 5)	11	23
per every 10' away from caster	-	1
iv) Wall of ice, per 10' section		
(10 x 10 x 5)	12	25
per every 10' away from caster	-	1

The number of energy levels listed above refers to the amount needed to sustain the wall for a period of half an hour.

	<u>KNOWLEDGE POINTS</u>	<u>ENERGY LEVELS</u>
2) Webs		
i) Web of binding.....	7	5
per 5' cast.....	-	1
ii) Web of paralization.....	10	10
per 5' cast .....	-	1
iii) Web of death .....	15	15
per 5' cast .....	-	1
3) Matter Creation .....	16	
per temporary ounce of matter	-	5
per each 10mins. after the first		
10mins. -	-	1
per permanent ounce of matter	-	30
per temporary cloud of gas	-	5
per each successive 10 mins	-	1
4) Gravity Control		
Reverse gravity for 10mins. in an area		
10' x 10'	17	20

#### PHYSICAL POWERS

1) Flight, per person per hour .....	12	15
2) Invisibility, per person per hour.	10	12
3) Water-breathing, per person per hour	8	5
4) Super-vision		
i) Seeing great distances clearly,		
per 10 mins.....	4	2
ii) Seeing through solid matter, up		
to 5' per 10 mins.	12	12
each extra 5'...	-	2
each extra 10 mins.	-	8
iii) Night Vision, per night .....	7	10
5) Invulnerability, per person per 10mins.	13	5
6) Stealth, per person per 10 mins...	9	3
7) Change of form.....	14	
animal to liquid, per 10mins.	-	6
animal to gas, per 10 mins.	-	10
8) Vulcan knee-grip .....	5	5
9) Increased physical abilities	8	
per column A ability, per 10mins.	-	5
per column A ability, permanently	-	70

#### BEING CONJURATION

1) Conjure Demon, see demonology section..	12	3/30
2) Elementals .....	14	
i) Water .....	-	4/40*
ii) Earth .....	-	3/35*
iii) Fire .....	-	5/45*
iv) Air .....	-	5/50*
v) Animal .....	-	4/40*
vi) Sand .....	-	3/30*

\*The number before the slash refers to the number of energy levels needed if a pact has been made, the number after the slash refers to the number needed if no pact has been made.



	<u>KNOWLEDGE POINTS</u>	<u>ENERGY LEVELS</u>
3) Nature spirits .....	11	4/30*
4) Ka .....	17	
without prior consent	-	65
with prior consent ..		25
per 5 mins. away from body (max. 10 mins. unless imprisoned	-	15

COMMUNICATION

1) Communication with animals .....	4	
i) Orally .....	-	0
ii) Psychically, per minute .....	-	5
per 1/2 mile distant	-	1
2) Communication with plants, per minute	6	10
3) Communication with humans .....	10	
i) Orally .....	-	0
ii) Psychically .....		as for ESP etc.
4) Communication with conjured beings 2) and 3)14		
i) Orally .....	-	0
ii) Psychically, per minute .....	-	6
5) Ventriloquism, up to 5' .....	3	0
each successive 5' .....	-	2

ACADEMIC KNOWLEDGE

Knowledge of sciences, languages, arts, runes etc, require no energy to use, but the subjects must be learnt first.

MISCELLANEOUS

1) Time portal .....	20	
To open (duration 10sec.) ....	-	60
To keep open for 5 mins.....	-	10
2) Defy Entropy for 10 seconds.....	20	140
3) Scan for travel .....	17	Variable
4) See Gate/Portal for 10 mins.....	9	10
5) Earth Speed/per hour (subjective time)	19	50*
6) Hole .....	5	10
7) Dimension sack .....	10	15

T H E B L A C K A R T S

	<u>KNOWLEDGE POINTS</u>	<u>ENERGY LEVELS</u>
<u>NECROMANCY</u>		
1) Conjure Ghost .....	18	25
2) Animate Corpse, per hour .....	16	30
3) Re-animate dead, per hour .....	19	60
4) Produce Lich .....	18	50
 <u>EVIL EYE</u>		
1) Cause Pain .....	12	
excruciating, per minute.....	-	20
dull ache, per hour .....	-	20
2) Cause affectation .....	15	40
3) Cause death .....	18	
i) Within a year .....	-	50
ii) Within a month .....	-	80
iii) Within a week .....	-	100
iv) Within a day .....	-	140
4) Cause lunacy .....	16	
permanent .....	-	140
per day .....	-	20
5) Cause delusion .....	14	
permanent .....	-	100
per day .....	-	15
6) Cause haunting .....	17	120
7) Curse .....	19	
single subject .....	-	90
hereditary (children's children etc.)		140

SUMMON DEMON.... see appropriate section.

SPELL DESCRIPTIONS

Although the basic effects of the spells are described in the general section, some more detail is required in many of them. This section describes exactly what the spell does, what may happen when it goes wrong, and how to counter it.

THE WHITE ARTS.

Physical Medicine:

- 1) Salves, ointments etc.

Salves and ointments may be made by the wizard to cure any disease, as long as he has the correct ingredients. Generally, the more dangerous the disease, the harder the ingredients are to find. If, however the correct ingredients are found, the salve, potion, ointment or what have you will be successful if the amount of energy levels used are high enough to allow a 100% successful spell. If the spell is not successful then the chances of survival of the patient drop accordingly. (i.e., a spell performed at 70% efficiency will give the patient a 70% chance of survival. This figure is obviously altered if the disease is not immediately 100% fatal).

An ounce of ointment will only cover an area equivalent to an arm, if it is necessary to treat the whole body of the patient, e.g. in

the case of mumps, a total of 8 oz. of ointment.

This spell is only applicable to diseases whose symptoms appear externally.

### 2) Potions

To make a potion, it is necessary, as for ointments and salves, to obtain the correct ingredients. These ingredients are rather difficult to find, and are extremely difficult to find when the diseases of fatality group 10 are encountered. (These are not magical potions as such, the natural healing properties of the various herbs etc. are simply boosted by a bit of magic). The workings of potions is similar to those of ointments etc., except that they work on internal diseases.

### 3) Surgery

The types of surgery performable with this spell range from cutting out ingrowing toenails to amputation. The major surgical operations of today, heart transplants etc., are of course impossible.

The success of an operation depends upon the practice score of the surgeon, and his memory ability score, along with a random factor. To this total, add the constitution ability score of the patient, and use the table below:-

<u>SCORE</u>	<u>EFFECT</u>
40-60	Success
30-39	70% chance
20-29	50% chance
10-19	25% chance
below 10	Failure

The percentage chance figures refer to the chance of the operation being a success, any failure means that the ailment will take its normal course, and if a score below 10 is reached, the trouble will be exacerbated.

## PSYCHIC MEDICINE

### 1) Word-heal

On uttering a single word, as well as using the appropriate energy levels, a wound will heal, or an illness will be cured.

### 2) Rejuvenation

This spell makes the recipient one month younger each time it is performed.

### 3) Remove Curse

Any curse laid on a person may be removed with this spell. A curse is any spell which causes the recipient to be permanently disabled in any way.

### 4) Restore Life

This spell restores life into any being which has died recently. The being must be in a perfect state of preservation, i.e. frozen in ice or something of that type.

## PROTECTION FROM EVIL FORCES

### 1) Magic Circle

This circle may be drawn with anything, or even only traced on the ground with no mark made. It is drawn as a circle with the wizard standing in the centre. The wizard must not move from the centre of the circle while he is drawing it. The amount of people able to stand in the circle depends on its size, but if any part of any person in the circle passes through the circle at any height whatever above or

below the ground, then the protective properties of the circle are dissolved, and the spell is broken. The magic circle prevents any evil creature or chaotic creature from touching those inside it. Creatures which are strongly magic-resistant might be able to break through the circle. A magic circle lasts for  $\frac{1}{2}$  an hour.

### 2) Amulets and Charms

A wizard may give an amulet, bracelet, ring, necklace etc. the power to protect the user from evil or chaotic beings. The amount of protection an object gives depends on its value, and also on the strength of the spell cast.

The following table correlates the value of the article, and the amount of energy levels used, giving a figure which is subtracted from any evil being's combat differential.

VALUE G.P.	ENERGY LEVELS USED						
	2-5	5-10	11-20	21-30	31-40	41-50	51-60
1-5	-	-	2	3	4	5	6
6-10	1	2	3	4	5	6	6
11-20	2	3	4	5	6	6	7
21-30	3	4	5	6	6	7	7
31-40	4	5	6	6	7	7	8
41-50	5	6	6	7	7	8	8
51-60	6	6	7	7	8	8	8
61-70	6	7	7	8	8	8	9
71-80	7	7	8	8	8	9	9
81-90	7	8	8	8	9	9	9
91-100	8	8	8	9	9	9	10

The effect of the spell will wear off after the wearer of the "charm" has used its powers 13 times. (The wearer cannot choose when he uses the power of the charm).

Any percentage reduction in the efficiency of the spell is reflected in an equivalent reduction in the amount subtracted from the creature's combat differential.

### 3) Specific Psychic Protection

This spell protects the user from any named psychic attack, such as telepathy, mind control, clairaudience etc. This spell is a sort of permanent Anti-spell spell, in that, if the specific spell is tried on the user of this spell, it will not work, and the user will know that the spell is being tried.

The amount of energy used is calculated as follows:

Take the number of energy levels it would take to perform the spell on oneself, add 10% and double it, to a maximum of 140 energy levels basic.

Once this spell has been performed successfully, it will last until the wizard dies, or it is nullified by an Anti-spell.

If the spell is not performed at 100% efficiency, it is weaker than a successful spell, and it does not last for ever.

### 4) Reverse Spell, and Anti-Spell

These spells both require the same amount of energy levels, that is a basic level of the basic level of the spell directed against the wizard plus 10%.

The reverse spell, if performed at 100% efficiency causes the caster of the initial spell to feel the full effect of the spell he performed. If he initially performed the spell at 10% efficiency, he will feel the effect at 10% efficiency.

The Anti-spell, if performed at 100% efficiency, completely nullifies the effect of the spell cast at the wizard.

The reverse spell only works at 100% efficiency.

The Anti-spell will function at 100% efficiency, and will lose power until it reaches 50% efficiency, below which it will have no effect.

#### 5) De-animation and Re-animation

These spells either prevent all movement in an object/creature, or give the power of locomotion to any object/creature. The object will only move if it has the facilities to do so, i.e. a statue of an elephant subjected to a Re-animate spell will move like an elephant, but a block of granite will not move. This spell can be used to animate corpses, but the De-animation spell will only prevent movement in a mummy or similar if it has been animated with a Re-animate spell.

#### 6) General Psychic protection (mobile).

This spell is basically the same as the "Magic Circle" spell described above. The only differences are that the General Psychic Protection spell takes the form of a magic circle which travels about with the caster, and the degree of protection afforded by the spell depends on the amount of energy used in the initial casting of the spell.

The basic levels for this spell are 15, plus the following additions:-

For each point of monster's Magical Resistance from which the caster is protected add one energy level.

For each energy level of spell cast against the protected wizard, add 11 energy levels.

Thus General Psychic protection for Monsters with a M.R. of up to 5, and against spells of up to 10 energy levels would cost the caster a basic energy score of:

$$15 + 5 + 13 = 33 \text{ Energy Levels. (Halves are rounded up).}$$

This spell has to be renewed every hour for it to remain functional.

#### 7) Force Field

An invisible barrier surrounding an object/person, which prevents or hinders access to that object/person.

The basic energy levels needed to cast a force field with a circumference of 20ft, measured on the ground, amount to 20.

The above field offers complete protection from a creature with a C.T. of up to 350. The protection takes the form of a sphere, penetrating even the Earth.

Add two energy levels for protection for each 25 point increase in C.T. above 350.

For each point in a creature's Magical Resistance score, deduct one point from the maximum C.T. that may be excluded by that field.

For an increase in circumference of the field, add an amount of energy levels proportional to that increase.

### THE GREY ARTS

#### Pyric Spells:

##### 1) Burn Combustible Object at Hand

This spell causes any small, combustible object touched by the caster to burst into flame. The flame will not harm the wizard until the object has left his hand. The amount of damage done to a creature by a burning

object will depend on the size of the object and the percentage success of the spell. The spell will not work unless it is at least 50% successful. The largest object it is possible to ignite with this spell would be about the size of the average cat.

2) Cause Overlong Burning

Any object which is burning can be made to burn longer with this spell. The object must not be bigger than the average bonfire, but the spell may be repeated over and over again for larger fires.

3) Cause Smoke from a Burning Object

The amount of smoke given off depends on the size of the object and the percentage success of the spell. Smoke given off from a burning camp fire will fill an area of approximately 30' x 30' x 30'.

The smoke will dissipate in around 3 minutes, depending on the speed of the wind.

4) Cause Combustion at Distances

This spell will cause an object the size of a top hat to instantly burst into flame. The flames will spread as normal fire.

5) Cause Heat in a Metal Object

This spell applies to objects the size of a single-handed sword. If the object is held in a bare hand, it will reduce the holder's A.T., D.T. and/or C.T. each by 35 per minute held.

6) This spell is merely an extension of 5).

7) Extinguish Flame. (also 8).

The type of flame extinguishable by this spell are those emanating from a cat-sized object.

9) Wall of Fire

A wall of fire, once formed will reduce any creature's A.T., D.T. and/or C.T. by 50 if it attempts to pass through it. If its width is doubled, it will cause a loss of 100 etc. etc.

10) Fireball

A ball of fire which appears at the fingertips of the wizard and flies to its target at the speed of an arrow. As it flies towards its target it increases in size until it reaches its full 6 feet in diameter whereupon it explodes.

A creature hit by one of these will suffer a reduction of 50 points from its A.T., D.T. and/or C.T.

The aim of the wizard must, however, be taken into account, add together the wizard's Dexterity, Concentration and Accuracy scores, and consult the table below:-

<u>SCORE</u>	<u>EFFECT</u>
Under 10	- 50%
10-15	- 25%
15-20	No effect
20-25	+ 25%
25-30	+ 50%

The alterations are made to the final effect of the fireball, after the percentage efficiency of the spell has been taken into account.

The only creatures affected by the fireball are those within the 6' diameter of the fireball when it explodes.

If a spell is not completely successful, the range is reduced proportionally, as are the diameter and effect.

#### 11) Fire/Lightning Bolt

Basically similar to the fireball spell, this spell takes the form of a lightning bolt which flashes from the wizard's fingers with deadly accuracy, piercing the chest of the target, and (hopefully) leaving it a charred mass of burned flesh.

The Bolt causes a loss of 70 points from the A.T., D.T. and/or C.T. of the target if it is 100% efficient.

It will only affect the creatures/things which it hits, therefore its effect is more limited than the fireball, although it is more effective. The accuracy of the Bolt is calculated in the same manner as for the fireball.

#### 12) Heat Beam

Exactly the same as the Lightning Bolt, except that its maximum effect is only a deduction of 45. The Heat Beam emerges from the palm of the wizard's hand, and appears as a dull red beam.

#### 13) Runes of Destruction

Runes which may be carved into any substance, or written on any type of paper, when they are read, they explode, with the same effect as a fireball, with an accuracy score determined by a throw of a 20-sided die.

### ILLUSIONS

The rules regarding these illusions are almost self-explanatory.

It must be remembered, however, that even though a creature may not believe the illusion to be real, it will almost certainly momentarily lose some concentration. If a creature attempts to touch one of these illusions, and succeeds in touching the area which it would fill, the illusion will disappear.

### PSYCHIC POWERS

#### 1) Astral Projection

This spell causes an image to be projected into the air, the image can be of anything occurring in the past, present or future, at any place within about 10 miles and concerning any person/creature which the wizard has met. The image appears as what this person/creature is seeing. Any look into the future has a chance of being wrong, this leaves the referee a way out if his plans go astray.

There is no sound with these images. The wizard is in a trance, and cannot himself see the image.

#### 2) Telepathy

This is basically "Mind Reading", there is little more to be said.

#### 3) Visualisation of Distant Events

The wizard goes into a trance state and can visualise the events as if he is there, he cannot hear what is being said. (see 6 below)

#### 4) E.S.P.

This spell opens the wizard's mind to signals which are basically non-sensual. It enables him to "feel" emotions emanation from sources which, for one reason or another, he is unable to perceive using his normal 5 senses. An example would be determining whether or not an army has won a battle miles away by reading the emotions of the

area in which the battle took place. Alternatively, it could be used to find whether or not a hand to hand opponent fears him. The emotion is read as a sensory stimulus, e.g., the wizard might hear the wailing of a thousand ghostly mourners to denote a great loss of life in the area he was reading.

5) Mind Control

This spell, if it is successful, and the subjects mind is totally controlled, enables the wizard to force the subject to do anything, so long as it does not involve certain death. That is, to the best of the wizard's knowledge. Leading a subject to certain death would result in the effect of the spell being nullified.

6) Clairaudience

This spell has the same effect as 3), except that there is no "picture" just sound.

7) Scan

This spell enables a wizard searching for a specific object, to pin point its position exactly.

The pinpointing is done as follows:

The wizard goes to a position from where he can see all of the area he intends to search. He casts the spell, using the appropriate energy levels as described below. The object or objects for which the wizard is searching will appear to him to be illuminated with a light so bright that it will shine through the walls of the strongest castle. This light will shine for approximately 10 minutes. after which the spell will have to be repeated.

The number of energy levels needed depends on the size of the object, and the number of similar objects there are around.

	<u>NUMBER OF OBJECTS</u>							
	1-10	10-20	20-30	30-40	40-50	50-60	60-70	Over
1-5	50	60	70	80	90	100	110	120
S 5-10	40	50	60	70	80	90	100	110
I10-20	40	40	50	60	75	85	90	100
Z20-30	35	35	45	55	60	70	85	95
E30-50	30	35	45	50	55	57	70	85
50-70	30	35	40	47	50	53	66	80
70-90	25	30	35	40	45	50	58	73
Over 90	20	25	30	35	40	45	50	65

The figures given above refer to the variety of spell where one particular object is sought after, if all of that type of object are to be seen, then the basic energy levels needed are as for the first column (1-10 Objects).

TELEKINESIS

These spells are basically self-explanatory, Levitation involves the movement of objects vertically upwards, telekinesis involves the movement of objects both vertically and horiaontally.

TELEPORTATION

When an object is teleported, it is moved from one place to another instantaneously. It is not affected by intervening obstacles.

If a teleportation spell is not 100% successful, there will be a



loss in the distance travelled, and a loss in the accuracy of positioning.

The extent of these losses should be determined by the referee.

To teleport an object larger than man-sized, add a number of energy levels proportional to the increase in size between the man and the object

Teleportation is possible over 200 miles, the number of energy levels needed is up to the referee.

## 2) Disruption of Space/Time Continuum

This is a high level spell used, normally, with a DEFY ENTROPY spell to provide a neutral "bubble" around an object brought from the negative universe. 120 energy levels will create an envelope up to 3 feet in diameter. Beyond this increase the diameter by 1 foot for every energy level extra. Reduce the diameter by 6 inches for every 1% below 100% that the spell is successful. For extra information see "Cosmic Magic".

## METAMORPHOSIS

These spells are quite clear. To metamorphose a small animal to a larger one add a proportional number of energy levels. It also takes more energy levels to change a large creature into a smaller one.

The amount of energy levels used to shrink an animal depend on the size which the creature is to become. The same goes for an increase in size.

The number of basic energy levels used is determined in the following manner:

For each increase or decrease or half the original size, twice the number of basic energy levels are used.

For example, to shrink a creature size 20, to size 4.

This involves four steps:

<u>STEP</u>	<u>ENERGY LEVELS</u>
i. Cast the spell.	10
ii. Halve the size from 20 to 10.	20
iii. Halve the size once more (10-5).	40
iv. Deduct one point. (leave this bit up to the referee).	42

Thus the spell would take 42 basic energy levels.

## MATTER CONTROL

### 1) Molecule Destruction

Anything upon which this spell has been cast disappears from the face of the earth.

There is, however, a problem. The spell has a tendency to backfire.

If it is not performed at 100% efficiency, there is a chance that the wizard casting the spell will cease to exist instead of his target. To decide whether or not this does occur, subtract the percentage success of the spell from 100. This will give the minimum number a wizard must throw with percentage dice to be safe. If he throws below that number he will be destroyed, if he throws that number exactly, an "exchange" occurs, and both the wizard and his opponent are eradicated.

### 2) Door Spells

With this spell a wizard can create a passage through any solid object, providing that he has the appropriate number of energy levels.

The number of basic energy levels needed depends on the amount of material it would be necessary to remove in order to form the door, and also the type of material.

There is no hard and fast rule on allocating energy levels to one of these spells, but, to give the referee some idea on the amount required, a door in a normal brick wall will necessitate the expenditure of a basic number of 20 energy levels, a door through a wooden fence, about 10, depending on the thickness of the fence. A door will normally be large enough to allow one person through at a time.

### 3) Slow/Haste Spells

The Haste spell has the effect of allowing the victim to act at twice his normal speed. That is he can shoot twice as many arrows in one minute as normal but with the same degree of accuracy, he can run twice as fast, his blows are faster and more frequent. However, he incurs double fatigue during the time that he is under this spell.

In combat, a character with a haste spell on him will have the first strike at his opponent at + 20% on A.T. After this combat ceases to be sequential and becomes simultaneous. All the while the spell is operating on a character he receives + 10% on A.T./D.T.

A Slow spell is just the reverse of the above Fatigue Factors are halved. In combat the opponent receives first strike, defender at - 20 on D.T. then simultaneous combat at - 10% A.T./D.T.

Note - If the subject is willing i.e. the spell is performed on friends or on the wizard himself: disregard the true Magic Resistance of the subject and use the base value of 2 Energy Levels.

### 4) Movement of Earth/Water

This spell allows for the physical movement of 1000 cubic yards of earth or water as either a cube of the said volume e.g. 10 x 10 x 10 or a sphere of the said volume. Any change in the shape requires extra energy, generally 1 Energy Level per 1 yard change in dimensions i.e. from,

$$\begin{array}{r} 10 \times 10 \times 10 \\ \text{to } 5 \times 5 \times 40 \\ 5 + 5 + 30 = + 40 \text{ Energy Levels.} \end{array}$$

The masses can be moved through the air or the water but earth can be moved through earth. Nor can earth or water be moved through any physical barrier.

The masses move at 10 yards / second and for each second that the mass is held stationary requires an extra 20 Energy Levels.

### 5) Weather Control

For the expenditure of 50 Energy Levels, the wizard can form the following weather conditions. (Or anything that the referee thinks is as or less complicated than one on the list).

Fog or Mist.... Up to 1 mile radius and 50 foot deep covered. Visibility as low as 5 feet.

Hail/Sleet.. Over area up to  $\frac{1}{2}$  mile in radius. For large hailstones add 10% to Energy Levels.

Rain.. Over area up to 5 miles in radius.

Snow.. Over area up to 1 mile in radius. Up to 3 inches deep. Add 10% Energy Levels for every inch above 3 inches.

High Winds.. Over an area not more than a mile wide by 5 miles long Reduce effect of archery etc. inside area to 30% normal.

Sun.. Over area up to 5 miles in radius.

Thunderstorm.. Over area up to  $\frac{1}{2}$  mile in radius. Heavy rain, high winds - impressive lightning and thunder.

All the foregoing are assumed to have the casting wizard at the centre of the area. For each mile away from the wizard the effect is wanted, add 10%.

Advanced Weather Control - this is an extension of the same spell above but requiring more energy and resulting in a more violent weather condition. All below are + 50% on the base values of E.Levels.

Hurricane.. Affects area up to 10 miles by 5 miles. Very heavy rain, extremely high winds - trees uprooted, houses blown down, no archery possible etc.

Tornado (waterspout if water is available). A large tornado may be moved by the wizard in any direction at 20 m.p.h. but not further than 5 miles away from the wizard. Tornado will rip up all save the strongest structures.

Electrical Storm.. A dry storm covering an area up to radius 5 miles. Awe-inspiring at night multi-coloured lightning bolts, maximum 1 per minute or lightning sheets, 1 every 3 minutes. Bolts and sheets may be aimed will inflict 500 points of damage per bolt and 1600 points per sheet (plus or minus up to 20%). Bolts will split trees and boulders, sheets will tear off roofs, set forests on fire etc.

The Advanced Weather Conditions require the constant attention of the controlling wizard or they will immediately cease. The ordinary conditions once, initiated, will run their course on their own, unless countered by a spell. The Advanced Weather Conditions must be created with the wizard at the centre of them, he is not immune from their effects himself.

#### 6) Animate Objects

Objects are given an artificial "life" for the duration of the spell. The objects thus animated has the physical abilities of the animator. This gives the difference between animation and simple telekinesis, an object so animated cannot defy gravity but can, if its shape allows it, perform the same physical tasks as a man. For instance, an animated tree may use its branches as arms and hands to the same degree of dexterity as the wizard casting the spell; however, it would require a further Telekinesis spell to cause the animated tree to float above the ground. Similarly, an animated boulder has nothing to grip with but can move along the ground and press against doors, fall off ledges onto passers-by etc. The referee is expected to use his discretion in deciding what an animated object can and cannot do, he should ask himself two questions

- 1) Does the animate object possess the right form to carry out the required task?
- 2) Could the wizard casting the spell normally do himself what he is telling the object to do? If the answer to either of the above is no then the attempt fails.

#### Detection Spells (i-iv) (Truth/lies)

After practice of these spells (30 Practice Points) the caster will gain a natural intuition as to when to test for evil or magic etc. When the referee knows that there is something about that would be detected if one of the spells was uttered, he should tell the player that; "he shivers for no apparent reason" or "the hairs on the nape of his neck stand up" or "the horses seem restless" etc. This will prompt the wizard to perform the full spell.

If something is detected, the wizard merely knows that there is something magical, evil or whatever within a radius of 50 feet; he cannot tell the direction of this feeling or receive thoughts.

### Truth Lies.

The same applies for Truth/Lies, except that the spell is directed at a specific subject within sight. A 100% successful spell results in the truth being known for certain. An 80% successful spell means that there is a (100-80) 20% chance that the wizard is duped. (For 75% success, a 25% chance etc.).

### 3) Detection of Substances.

This spell is directional as well as detectional, that, if a wizard is detecting for gold and a treasure chest full of gold coins is 5 feet below him and 12 feet to one side, the referee should give the directions in the following manner; "Turn, walk forward, stop. gold lies beneath you".etc. The gold might, of course, turn out to be a gold filling or large nugget!

In the case of more than one unconnected object of the same substance the wizard will be told the whereabouts of the larger (physically, not in value) object and also that another object of the same substance lies within 20 feet but not exactly where. The spell, although lasting for one hour, will not give the direction to the subsequent objects until the wizard has physically touched the first object.

Certain substances require specific materials to help locate them, Failure to use these aids increases the Energy Levels required by 100%. Sticks of the listed materials will point to the required substance within the relevant category.

Lead:	Turquoise:	garnet.....	OAK		
Tin:	diamond:	pearl:	moonstone:	sapphire:	lapis-lazuli:
		cornelian.....	PINE		
Iron:	ruby:	emerald:	jasper:	topaz.....	Cedar
Gold:	diamond:	topaz:	sunstone:	sardonyx....	LAUREL
Copper:	emerald:	amethyst:	diamond:	pearl:	carbuncle: ...MYRTLE
Electrum:	mercury:	water:	amethyst:	agate:	opal:
		turquoise:	sapphire.....	HAZEL	
Silver:	pearl:	crystal:	rose:	quartz.....	WILLOW
Magical Items or Places	.....	CRYSTAL WANDS OF	DETECTION.		

### 4) Divination of Future

This spell is the direct mental projection of the future seen as a mental picture and performed without the aid of crystal balls, animal's intestines etc. The referee should throw an average dice - this is the number of alternative mental pictures that the referee will describe to the wizard. (Note that one of these pictures will be 'stronger' than the others, this is the most likely one to come about) .

If for some reason the wizard asks a question that the referee find impossible to answer because he does not know, he should say that there is a blank picture.

There is considerable scope here for the referee to use his imagination in giving players visions that are cryptic or allegorical. In this way the referee can guard himself against giving the players a vivid picture and then finding himself unable to fulfil the actual event described in the vision.

## CREATION OF MATTER

### 1) Physical Barriers

The walls thus created consist of a regular structure of whichever substance is desired i.e. water, stone, iron or ice. The spell is associated with a temperature drop in the surroundings for a few minutes

If any of the material is taken from the wall and used in other structures it will still disappear when the spell ends unless sustained by a further spell, the walls can never be created permanently except by renewing the spell each time it runs out. The walls may not be moved once they are created except by another relevant spell.

The walls of ice and stone may be chipped away with chisels or similar implements and it takes 4 man hours to create a hole large enough for a medium sized man in armour (i.e. 4 men take 1 hour, 2 men take 2 hours etc.). No more than 4 men can work at one particular point on the wall at the same time. The times taken to get through are subject to variation, + or - up to 20%. i.e. it will take 4 men between 50 and 70 minutes, approximately, to break through. Ice walls are also affected by fire; a strong fire will make a hole of similar size to that above in 1 hour + or - 30%.

The wall of water is impassable to creatures related to fire i.e. fire elementals and the air elementals, efreetts etc. The wall will not hinder in the least any creature related to water. Humans and other creatures may voluntarily pass through this wall and apart from being wet through will not suffer any penalties, however, horses and unintelligent creatures such as monsters will refuse.

The wall of iron cannot be chiselled away but may shatter under the impact of a ram. The wall has a structure Value of 30 + or up to 5.

Rams	Small i.e. log	S.Value	5.	Max. No. of Men	10
	Medium i.e. tree trunk	S. Value	12.	" " " "	20
	Large. i.e. full ram	S. Value	25.	" " " "	20

When ramming a wall, add the S.Value of the ram to the number of men wielding it. Deduct this figure from the S. Value of the wall; this is the score required on a 20-sided dice to damage the wall with a blow. Then throw a normal dice; this gives the number of damaging blows required to shatter the wall.

Example: A ram S.V. 12 plus 10 men has a value of 22

If the wall they are attacking has an S.V. of 28 then  $28 - 22 = 6$  or more on a 20-sided dice is required to damage the wall.

A 4 is then thrown on a normal dice. Thus the assailants must score 6 or more 4 times before the wall is broken.

Blows can be delivered at the rate of;

Small..... 1 per 10 seconds

Medium..... 1 per 20 seconds

Large ..... 1 per 30 seconds

For the effect of rams on stone and ice walls use:

Structure Value, Stone Wall ... 24 = up to 6

Ice Wall ..... 20 = up to 5

The wall materializes in the time taken to cast the spell. Anything alive that is occupying the space of the wall when the spell is begun is killed by the materialization of particles inside its body.

Players should note the differences between these wall spells and the more specific Matter Creation spell.

## 2) Webs

These are spider like nets that appear from the finger-tips of the wizard. They may cover any horse-size or smaller object within 5 feet of the casting wizard at the basic cost of Energy Levels. The cost of casting the web further than 5 feet is shown under each spell. Webs can be cast any distance so long as there is energy available and the target is in a straight line away from the caster and there are no obstacles. The dimensions of the webs can be increased to cover larger

objects; twice the size = twice the Energy Levels, 3 times base size = 3 times number of basic Energy Levels. All nets crumble to powder within 30 minutes + 5 minutes.

i) Web of binding

The web of binding is a sticky net that may be cast over the target in an attempt to hold it. The web sticks to all materials except glass. When cast over a living being that creature may burst out if strong enough. To determine this, deduct the size of the creature caught from 100. This is the score that the creature has to score on a no percentage dice, testing once every move. Thus a creature of size 20 will have to obtain 80 or better to burst the net. Wizards may increase the strength of their webs, for every extra energy level used increase the score needed to escape by 1 i.e. if 4 extra energy levels were used, the size 20 creature mentioned above would need to score 84 in order to escape. No movement is allowed inside the web, thus all weapons are ineffective. The web does not effect the victim's ability to cast spells. Webs may also be destroyed by fire, but as the web is attached to the victim this is a rather desperate and dangerous course of action.

ii) Web of Paralysis

This web has a similar effect as the web of binding except that on caught, the victim is physically paralyzed and cannot burst out. However, if the web cast is too small to cover the target the victim will retain the use of those parts of its body not covered with the net.

This web also paralyzes the mind. For wizards caught in webs; multiply the value of the B Grade by the intellect of the wizard that is caught. Deduct this figure from 100; this is the score needed by the captured wizard to retain his mental abilities. If he does not obtain this score, his mind is paralyzed and he cannot cast any spells. If he does manage to obtain the required score he can cast spells, talk, listen, etc., but his observation, concentration and accuracy scores are reduced by 50%.

Other creatures and wizards who fail to make the score become physically and mentally paralyzed. They may not move, talk, listen, smell, taste or frame any conscious thought. They cannot feel anything nor can they be ordered to act unless forced by an appropriate spell.

The effects of paralysis wear off immediately the web is removed or the spell ends. Any creature attempting to pull the web off the victim will suffer paralysis unless his hands are protected. Note that the spell only affects a victim if he is wearing normal clothes or leather armour. The spell does not work on armoured victims.

iii) Web of Death

This web causes the death of any creature it covers by one of two methods poisoning or suffocation. The wizard may choose which type he is going to create before he casts the spell. For the poisonous web to be effective it must be in physical contact with an exposed part of the body. The poison immediately paralyzes the victim and unless the venom is countered by some means either magical or medicinal the victim will be dead within 1 minute plus an extra minute for each point in the character's Constitution score.

The suffocating web for use against heavily armoured targets has the same effect as the web of binding except for the fact that unless the victim is freed within 30 seconds plus 30 seconds for each point in his constitution score he will die of suffocation. The web may be broken by an appropriate spell but cannot be affected by non-magical

weapons or through sheer brute force. Note that the web again clings very tightly to the victim making physical removal with magical weapons or with fire very risky. Referees should not allow the victim to get away with less than a couple of light wounds if this method of extraction is used. Note, however, that this web has no paralyzing effect.

### 3) Matter Creation

This spell allows for the temporary or permanent creation of matter. The caster is not limited to creating a regular, solid structure as in the wall spells but can create any matter whatsoever from gold to diamonds to uranium. Note, however, that a man-made artifact cannot be created and this rules out anything magical as well. Thus a wizard cannot create a magical gold ring nor even a magical ounce of gold with which to fashion a magical gold ring but he can create an ounce of gold. The wizard can decide what form to receive the matter in i.e. solid or powdered etc. The cloud of gas is of dimensions 10 by 10 by 10 feet. Any simple gases can be created such as oxygen, nitrogen etc. wizards cannot create clouds of "poison gas" or "gas that paralyzes" etc. Much in this spell is left at the discretion of the referee. He should determine whether the caster is acting to his alignment when he decides to create matter i.e. is the player being greedy? If referees wish to, and they should if this spell is abused, they may place limitations on the scope of the spell or bring misfortune to the abuser etc.

Matter thus created appears instantaneously at a distance of not more than 5 feet from the caster. If the matter is created temporarily it disappears instantaneously after exactly 10 minutes has gone by. Should the spell not be performed at 100% success, the referee should reduce both the amount of matter created and in the case of temporary creation, the time that the matter is in existence. i.e. a spell temporary creation is only 60% successful; therefore only 6 10ths of an ounce is created and this lasts for only 6 minutes (unless the spell is renewed, of course).

Note that with a simple detect magic spell another wizard will be able to know whether the matter has been temporarily or permanently created. Thus they will be not so easily duped by a payment that is going to turn back into nothing after a while!

### 4) Gravity Control

This spell allows the wizard to control gravity within an area up to 10 feet by 10 feet for up to 10 minutes. A 100% successful spell completely reverses gravity in the given area for 10 minutes. A 70% successful spell reverses gravity to 40% of its maximum, thus things fall upwards at an acceleration of 40% times 32 feet per second i.e. 13 feet/sec/sec. Thus a 50% successful spell nullifies gravity but cannot cause objects to rise, that is fall upwards. It also only works over an area 5 feet by 5 feet and lasts for 5 minutes. Note that a wizard can cast a spell at 100% success but still reduce the effectivity of the spell voluntarily.

Objects not actually anchored to the ground will automatically begin to fall upwards under the effect of reverse gravity in a straight line away from the planets surface and will continue to rise until the spell wears off. The speed at which the object rises is determined by the success of the spell as shown above, the speed increasing until the terminal velocity is reached. The referee may decide just what the maximum velocity to be reached is.

Objects may be attached or may cling to the ground but the object that is clung to may itself be subject to falling upwards. An interesting time is guaranteed for both the referee and players working out exactly

what will happen when this spell is cast.

## PHYSICAL POWERS

### 1) Flight

A person may fly using this spell in the same manner as a bird. That is, the flyer actually has to wave his arms up and down to get off the ground. Once in the air, if he stops, he will be able to glide but after a while he will begin to drop. Flying leads to the same amount of fatigue, apart from the extra consideration of energy levels, as would be caused by walking for the same amount of time.

At 100% success the flyer can move horizontally at up to 60 m.p.h. This is reduced by 1 m.p.h. for every percentage point below 100 that the spell is successful thus no flight is possible at a 40% success score. For every degree of angle that the wizard wishes to climb deduct 1 m.p.h. and add 1 m.p.h. for every degree of angle that the flyer descends at. Thus a wizard cannot climb at more than 59 degrees and can reach 90 m.p.h. when descending at 30 degrees.

On landing add the number of practice points in this spell to 10 and deduct this from 20. This is the score which if equalled or exceeded on a 20-sided dice means that the flyer has suffered a light wound.

Referees should see to it that the flyers run the risk of running into the sides of mountains, into trees, buildings etc. if they do not concentrate or attempt dangerous manoeuvres when they have a low number of practice points i.e. flying in confined spaces, landing on rough ground, being shot at etc.

Note that if a spell is 50% successful it will only run for  $\frac{1}{2}$  an hour.

### 2) Invisibility

This spell renders the target (not greater than man-sized) invisible for up to an hour. The spell will not work unless at least 50% successful in which case it will last for 30 minutes only.

Subjects larger than a man require extra energy levels in proportion to their size i.e. twice man-size costs twice the energy levels etc.

Once invisible the subject can carry on as normal except that no one can see him unless aided by magic. Spells can be cast whilst invisible and combat may take place. When invisible and in combat, if the opponent has no means of telling where the invisible attacker is, the Combat Differentials immediately become plus 151 for the attacker and minus 151 for the defender regardless of their true values. However, decrease the differential by 1 column for the attacker and increase the differential by 1 column for the defender for every column 'A' ability of 10 or above that the defender possesses. Invisible assailants may break off from combat without any penalty and may of course not be pursued except by scent or sound. Note that some creatures have remarkably keen and accurate senses of smell and hearing and not only will they be able to follow a retreating antagonist but will be able to locate him during combat. The referee is left to decide the effect of these abilities on combat differentials. Remember also, that invisibility will not be much protection from a creature that normally lives in the dark anyway.

A character, when invisible, can see himself as if he is normally visible. He therefore cannot tell when an invisibility spell has worn off unless told by an exterior viewer or by the obvious reactions of the viewers.



### 3) Water-breathing

The water-breathing spell enables the subject to breathe under salt or fresh water as he would normally breathe on dry land. The spell must be at least 50% successful to have any effect but in the case of being 50% successful the spell only lasts for half an hour, (+ or - 1 -10 minutes). Note that the pressure effects of water are negated. Fatigue points are incurred using the normal tables, that is a man will be walking on the sea-bed rather than swimming, should he decide to swim, use the supplementary tables provided for swimming. Characters can talk, fight and eat under water as per normal, except that no archery may be carried out and the only effective throwing weapons are spears or harpoons.

### 4) Super-vision

i) This spell enables the caster to see objects clearly at a great distance. With this spell the subject can also see through a heat-haze that would normally obscure vision, it does not, however, enable him to see through fog or mist. Referees must use their discretion when deciding upon the minimum size of an object a player is going to be allowed to discern.

ii) When cast the subject will be able to see through a certain thickness of solid material, normally opaque, as if it was not there. The subject will still be able to see the outline of the object through which he is looking but it will appear as a transparent material. The less successful a spell is, the less transparent the material becomes, the less time the spell lasts and the thinner the barrier that may be seen through becomes. This spell is especially useful when combined with i) above.

iii) The caster may see in pitch darkness as he would in broad daylight. A partially successful spell will not last as long as the full spell and the lighting conditions would more resemble dusk than full daylight, thus reducing visibility.

### 5) Invulnerability

An invulnerability spell cast at 100% success will give the subject total immunity to all non-magical weapons. (Some magical weapons may be able to inflict damage). It does not protect the subject from spells or accidents like falling off a cliff. It will protect him from intentional physical attacks. If the spell is not 100% successful and the subject is attacked, work out the Combat Differential as usual and when the correct column on the Combat Differential Table has been selected use the following table as a modifier. It shows the number of columns on the Combat Differential Table that an attacker is reduced by in relation to the percentage success of the spell. (e.g. if a player is under attack and the Combat Differential is such that the +96-110 column is to be used and the spell is cast 61% successfully; this will reduce the number of columns by 11 and the defender will be attacked on the -2to+2 column instead).

		<u>Percentage Success</u>									
no. of		1-9	10-19	20-29	30-39	40-49	50-59	60-69	70-79	80-89	90-99
Columns		1	2	3	4	6	9	11	14	17	20

(100% = complete invulnerability)

### 6) Stealth

This spell enables the subject to move without making any noise and reduces the chance of his being noticed by guards, passers by and the like. As the percentage success decreases the chances of being noticed increase until the spell is cast at 10% or less when the spell fails and the subject runs the same risks as if the spell had never been cast.

Each 5% of success above 10% increases Stealth score by 1 point (i.e. 50% success = + 8 Stealth points).

7) Change of Form

This spell enables the subject to turn to either liquid or gas. While in this form he can pass through door-cracks, under doors, through environments lethal to animal-life etc. Both bodies, liquid and gas, move at a maximum of 1 m.p.h. and liquid forms must always remain on a solid surface. The liquid cannot pass through fire without resulting in wounds for the subject on his reformation. Neither forms can perform physical tasks except movement. Transformation to and from these forms is instantaneous and, if undertaken in a volume less than the volume of the subject are fatal. Apart from fire and the liquid form both forms are unaffected by physical attack but may be affected by magic.

8) Vulcan Knee-grip

This spell is effective only against humanoid creatures. The wizard performing it must be able to grasp the knee of his victim when uttering the spell. 81-100% success results in the victim's immediate death, 61-80 causes him to black-out for 30 minutes, below this the only result is to inflict pain. The user can, of course, choose to use it as torture or as a swift method of knocking someone out in which case he uses a reduced number of energy levels until the percentage success corresponds to the above. (The number of energy levels also governs the amount of pain inflicted).

9) Increased Physical Abilities

For a 100% successful spell 1 point is added temporarily or permanently to one of the Column A abilities belonging to the subject. The ability affected is determined randomly. The spell does not work unless it is 100% successful. Wizards may also perform the reverse of this spell which has exactly the same affect except that 1 point is removed from a randomly determined Column A ability.

BEING CONJURATION

1) Conjure Demon

This spell is set out in detail in the demonology section.

2) Conjure Elementals

3) Conjure Nature Spirits

The powers and abilities of these entities are outlined in the Creature Description Lists. They are subject to the same rules of conjuration as demons and if summoned without a pact have a Danger Level directly analagous to the Demon Danger Level and equal to one tenth of their Combat Total. Use Table A in the Demonology Rules to see whether the summoner successfully binds the spirit or elemental to his will; should he fail he will be attacked by the entity he has summoned. Those entities summoned with which the wizard has a pact will automatically do the bidding of that wizard so long as it is within the terms agreed upon. No more than one summoning per entity per week is allowed and a wizard cannot have a pact with more than one entity of the same type, plus a wizard may have pacts with one Earth Elemental and one Fire Elemental and may summon each one once a week but he may not have pacts with two Fire Elementals, at the same time. Nature Spirits tend to be rather temperamental and unreliable and all these entities resent having to do long or dangerous jobs or to be summoned too often.

Referees should ensure that the more often the services of an entity are called upon the worse the standard of service becomes. Pacts with

these entities rarely involve the selling of a soul but more often an obligation that will have to be fulfilled such as a geas. . . Pacts that require infrequent summoning of the entity may be drawn up to last for generations but usually the pact lasts for a set number of years after which the summoner, should he wish to summon the entity again must use the non-pact number of energy levels. The spell only succeeds with a 100% success score. Pact-makers who over use or abuse a pact may find that the entity involved actively tries to destroy them after the pact expires.

#### 4) Conjure Ka

The "ka" is the spirit or soul of an intelligent creature. Employing this spell the wizard can summon to his presence the ka of any intelligent creature from whom he has in his possession a lock of hair, finger-nail paring or some similar object. The creature whose ka is summoned will be told that an attempt is being made and it may notify the referee as to its intention to either resist or consent to the attempt. Depending on its decision the casting wizard expends a certain number of energy levels. The ka then appears in front of the caster, (if the spell is 100% successful) as a wavery, semi-transparent figure of the owner. The ka can talk and use any psychic abilities it may have but may not carry out physical actions without magical assistance. The summoner (and/or the ka if it is willing) must expend 3 energy levels per minute to keep in contact with the ka which unless confined in a magic vessel must return to its body after 10 minutes. The ka's body remains in a cataleptic state while the ka is not in it, staying in the position that it was left in. If the ka remains outside the body for more than 10 minutes, subjective time, the body dies and is not re-inhabitable. The ka must then go to a randomly determined Dimension (see Cosmic Magic) or if enclosed in a magical vessel it can remain there. Ka's can occupy a vacant body should one present itself. If the ka travels to another Dimension it becomes a spirit there and retains all its mental abilities but until it finds a corporeal state to occupy it cannot undertake physical actions. A ka cannot return to a body that has been destroyed in its absence nor can it occupy the body of a non-intelligent creature. A ka can be summoned not more than once a day.

#### COMMUNICATION

##### 1) Communication with Animals

i) To communicate orally with animals the wizard must simply be within talking distance and be able to speak the correct language. All mammals and the semi-intelligent monsters have a language. Generally one language will cover a whole range of species, such as cat language including lions, tigers, leopards, ordinary cats and the rest of the cat family. The conversation will have to be limited because of the terms in which the animal thinks but answers can be given regarding anything the referee considers the animal is able to grasp. The animal may be considered intelligent enough to lie. This spell or ability does not require any energy and it does not apply to intelligent creatures with whom the characters will speak as more or less equals eg elves, dwarfs, giants and so on. It is not possible to use this ability on the more lowly animals such as insects, these come under section 2 below.

ii) This is equivalent to an ordinary Telepathy spell. Instead of communicating with the written or spoken word the required thought images are placed in the brain of the subject, in return the caster can pick up the thoughts of the subject. The thoughts are again subject to the limitations outlined above.

## 2) Communication with Plants.

This is again similar to a Telepathy spell. The caster can pick up the "feel" of an area of flora in which he is standing and divine what he wants the feelings that the referee tells him of. For instance, if a troop of orcs had recently passed by the referee would tell the wizard that he receives an impression of evil and he would be able to tell him in which direction the orcs were travelling. Anything more involved than this is impossible to answer. This spell applies to the lower animals as well as plants.

## 3) Communication with Humans.

## 4) Communication with Conjured Being.

For part i) both of these spells the wizard simply has to know the correct language and be within talking distance. (The term "human" includes all the intelligent creatures).

For part ii) of these spells the wizard needs the consent of the subject in order to carry on a conversation. Unlike a Telepathy spell in which the caster forcibly reads the subject's mind, in this spell the subject allows the caster to read only that which is relevant. Thus a subject can be lying and the caster will not know about it.

## 5) Ventriloquism

The caster throws his voice up to five feet before expending any energy and can make his voice seemingly issue from around a corner, the mouth of a statue, another character and so on. Providing that he has heard the voice before this spell also enables the wizard to reproduce in mimic any voice. The voice will be indistinguishable from the real thing except by a detect magic spell.

## ACADEMIC KNOWLEDGE

This section is self-explanatory.... it includes all the knowledge for which energy expenditure is not required.

## MISCELLANEOUS

### 1) Time Portal

### 2) Defy Entropy

### 3) Scan for Travel

### 4) See Gate/Portal

### 5) Earth Speed

All of these spells occur only in conjunction with Cosmic Magic and Time Travel and their descriptions appear in that section.

### 6) Hole

This spell, when performed at 100% success, causes a ten foot cubic hole to appear within 20 feet of the caster. This hole, caused by the shifting of the matter once occupying its space to another dimension remains for 10 minutes after which time the matter returns instantaneously to fill the hole. Reduction in percentage success results in a reduction of the size of the hole.

and the time that it remains. Live creatures without suitable magical protection will be killed if they are in the hole when the spell wears off.

#### 7) Dimension Sack

With this spell the caster can create a "window" to another Dimension and open this window onto a "sack". In this sack which has the dimensions of

10 foot cube he may place any item, safe in the knowledge that once he has sealed it off only he can open it again for a week (+ or - 20 hours). After this time the sack contracts and pushes any contents back into the Dimension from which the spell came. Nothing alive can be placed in a dimension sack without dying. The sack is opened by the expenditure of the required number of energy levels and the quotation of the correct 6 letter code sequence that the wizard assigned to the sack when he created it. The sack reappears within 5 feet of the wizard no matter where he is or where he was when he first created the sack. However, if he allows the time to run out, the sack pushes out the contents anywhere in the dimension, thus it is almost certainly lost. NOTE the same object may never be placed more than once in a dimension sack. A reduction in the percentage success of the spell results in a reduction of the size of the sack and of the time that it exists.

### THE BLACK ARTS

#### NECROMANCY.

##### 1) Conjure Ghost.

This is the dragging of the spirit of a dead person from the Dimension on which it now exists back to the dimension of the summoner. The caster is allowed to summon the spirit of a dead person just once, and assuming that he is not going to attempt to re-animate the corpse with it or produce a lich, he may ask it three questions before it returns to its Dimension. The answers will always be true but will be given in verse and will have to be interpreted by the caster. Ghosts do not like to be summoned and if, after the three questions have been answered, the referee throws a six-sided dice and scores a 6, the ghost remains in the dimension of the caster and haunts him. (Note that this does not apply if the ghost is related to the summoner was was friendly to him during his life-time). If this happens see Cause haunting below. The questions that a ghost may answer must relate to the dimension in which the caster is standing and the answers are always given in verses that are complicated and difficult to interpret.

##### 2) Animate Corpse.

With this spell the caster can imbue a dead-body, skeleton etc with a temporary life. The animated corpse has no life or free will of its own and is totally under the control of the wizard performing the spell. It can perform all the physical tasks that it was able to do in life but has no psychic abilities at all. The caster can give the animated corpse any mission that he wishes, even if it involves self-destruction and the corpse will not waver from this mission. The corpse moves at a steady 2 m.p.h. and can only be stopped by being physically dismembered or destroyed by fire or by being placed in a prison from which it cannot escape. The corpse may use strength on its mission that is great enough to snap its own bones but should this happen the limb thus broken is useless afterwards. Corpses cannot be healed nor can they utter any sounds. When the spell wears off the animated corpse simply drops where it stands and becomes an ordinary body. Failure to carry but the spell at 100% success results in a reduction of the time that the animation lasts.

### 3) Re-animate Dead.

In this spell the spirit of a dead creature is brought back from the Dimension in which it now exists and placed in the body that it occupied when it was alive. The spell must be performed at 100% success or it will not work at all. The caster must add 1 Energy Level to the energy required for each day that the body has been dead. Once the spirit has re-occupied its body, the body may take on the appearance of that person at any time of his life. Thus a 40-day-old corpse can be re-animated with at least 100 Energy Levels (60 + 40) and will look like the owner did in his prime of life. However, the breath of the corpse remains foetid. The re-animated corpse knows what is happening and is not necessarily under the control of the wizard who called the spirit. The corpse may be angry or grateful depending on the subject and may or may not do the summoning wizard's bidding. The corpse can be made to obey the will of the wizard by suitable magic but otherwise he is a free agent. The corpse regains all mental and physical powers that he may have possessed during his life, although the trauma of death and the Dimension in which his spirit now exists may have turned him completely mad. This is quite a likely event and to check this the referee should throw a normal dice. A score of 1-4 that the re-animated corpse is as sane as he was when he died. A score of 5-6 means that the corpse is insane and the referee should make his actions accordingly mad.

The re-animation lasts for approximately 1 hour (+ or - 15 minutes) and when the spell wears off, the body returns to its original dead state and the owning spirit returns to its Dimension. A spirit can be re-summoned and placed in its body any number of times so long as the previous occupation did not result in insanity. Once a spirit is insane it cannot be brought back again.

### 4) Produce Lich

A lich is the living corpse of a powerful wizard. The spirit of the dead wizard is dragged from the Dimension in which it resides and placed in its corpse. Only the spirits of wizards with B Rating of VI may become liches. The body thus occupied remains in the same state of decomposition as when the spell is cast; it does not rot further nor does it take on the semblance of living flesh as 3) above. The body needs no sustenance while occupied and possesses the same physical abilities as the animated corpse as in 2). Like the animated corpse any injury that the lich suffers may not be healed. The lich regains all psychic abilities that he once possessed and is an entirely free agent bound only by the limitations of his physical body. The lich cannot die but can be destroyed by physical destruction and fire. The spell must be performed at 100% success, anything less than this and the spell fails. Wizards of Good Alignments are absolutely forbidden to use this spell. Liches thus produced are always of Alignment 7G.

### EVIL EYE

For all of the spells in this section it is necessary for their success to have some personal item from the intended victim such as a lock of hair, drop of blood etc. These spells cannot be used by wizards of Good Alignment

#### 1) Cause Pain

A victim thus afflicted will, depending on the intensity of pain, either be able to carry on as normal but at reduced efficiency or, if the pain is excruciating, take to his bed and remain there unable to do anything

Both physical and mental abilities will be affected by the pain and referees will have to penalise victims in these areas as they see fit. A reduction in the percentage success of this spell results in a reduction in the intensity of the pain and duration of the spell. (A 100% successful spell lasts for the time outlined + or - 20%). The pain results in a temporary loss of 1 point from an A or B ability score (determined randomly) per Energy Level in the case of the excruciating pain 1 point per 5 Energy Levels in the case of the dull ache. In between these two the referee must decide for himself.

## 2) Cause Affectation

This spell causes an affectation such as a stammer, nervous twitch, lisp, involuntary head-twitching etc. in the victim. This may lead in its turn to loss of confidence, ridicule and scorn causing a marked drop in the success of any diplomatic or social dealings. The affectation is removed by a Remove Curse performed at 70% or more success. To place an affectation on a victim the spell must be performed at 100% success.

## 3) Cause Death

When placed on a victim this spell causes him to waste away and die within the allotted time (+ or - 20%). For the effect of these "illnesses" see the following table:

- i. Within year .....Use Disease 46. (Cancer)
- ii. Within month .....Use Disease 44. (Smallpox)
- iii. Within week .....Use Disease 13. (Cholera)
- iv. Within day ..... Use Disease 9. (Botulism)

The Table refers to the Disease Rules and especially the Loss Phases of the diseases referred to. Note that the victim does not suffer from the symptoms of these diseases but the referee uses the characteristics Loss Phases to determine how the spell is affecting the victim. The spell is broken by a Remove Curse spell that expends more energy than was put into the Cause Death spell. If the Cause Death is not cast at 100% success the time over which the spell takes place increases and the victim receives a natural chance of surviving equal to 100 minus the percentage success. Thus a wizard casts a Cause Death within a year spell at 70% success. The victim will suffer the effects not over a year but approximately 16 months and at the end of that time he will have a 30% chance of surviving anyway.

## 4) Cause Lunacy

This spell must be cast at 100% success in order to work. The victim is sent insane for the duration of the spell. The referee can use his imagination in the manifestation of the madness and should remember that the victim does not lose his psychic powers but does lose his ability to use them rationally. Referees can have a good deal of fun in allowing mad wizards to use their powers in completely insane ways, such as turning castles into toadstools, gold into lead and so on.

To remove the lunacy, if the spell is of the permanent type, a Remove Curse expending more Energy Levels than the original Cause Lunacy spell must be cast.

## 5) Cause Delusion

The Cause Delusion spell is virtually a specialised form of 4) above. For the duration of the spell the victim is subject to illusions such as might be experienced with a hallucinatory drug. Peoples' heads will float

from their necks, water will appear as tomato juice, inanimate objects will appear to talk to the victim... the referee can again run riot with this spell. While the spell is in operation, normal life will be impossible. A Remove Curse spell on the same terms as 4) above will dispel this particular spell which has to be cast at 100% success or it will not work.

#### 6) Cause Haunting

This spell includes the Conjure Ghost spell and extends it so that the ghost thus summoned can be forced to haunt a building or specific area of the summoner's choice. The Ghost will remain at this chosen location and will be hostile towards any living being that comes within the area until it is returned to its Dimension by an exorcism consisting of a Remove Curse spell performed at 100% success. Once a ghost has been successfully exorcised it may never be summoned to that Dimension again. The haunting only occurs at night, no hostile moves can be made in daylight. Note that ghosts can only be summoned at night anyway.

#### 7) Curse

The Energy Levels needed to carry out this spell (It must be 100% Successful) represent the number necessary to produce a relatively minor Curse such as giving the victim a club-foot or making him clumsy. It is for the referee to decide how many extra Energy Levels are needed if the caster wishes the Curse to have the effect of making the victim blind, deaf, dumb, crippled, mad or even die or something equally as nasty. Remember that the hereditary curses are passed on to the family of the victim. Curses are broken by a Remove Curse spell that expends more energy than the original Curse spell.

Old favourites are; dooming the victim to die a violent death; dooming him to kill the person he loves the most; dooming him to great power and then an even greater fall; dooming him to terrible dishonour etc.etc. There is great scope here for some picturesque Curses.

#### SUMMON DEMON

This spell is set out in detail in the Demonology section.

#### SOME NOTES ON SPELLS AND THEIR CASTING

It is impossible to cover every single case that may arise but the existing rules should cover most eventualities. Where a new spell is needed create one and interpret the spell rules as you may wish. Readers are advised to refer to the Demonology, Cosmic Magic and Magical Item sections.

Most of the spells fall into one or the other of the following categories...

i) The succeed or fail spells and ii) The increasing effect spells.

Those in category i) require a certain percentage success before they work those in ii) work at nearly all percentage successes but the greater the success, the greater the effect. Referees and players will quickly see which type a spell falls under. Where there is a spell that is a category i) type, unless stated otherwise it will succeed at 60% success, provided that the casting wizard uses all the Energy Levels available to him. The referee can calculate the increasing effect as success increases for category ii) spells if it has not already been done.



## GAINING SPELLS

A wizard may increase the number of spells available to him in four ways:

- 1) Finding spells in scrolls, grimoirés etc. as he plays the game.
- 2) Research into magical librams in libraries.
- 3) Taught by another wizard.
- 4) Experimentation and research.

### METHOD 1

This is self-explanatory, and is also the easiest way.

### METHOD 2

This method is quite easy, but is limited. Only the largest cities in civilised countries and universities will have relevant volumes in their libraries. The books will probably be under guard, and the seeker will have to persuade the authorities that he should be allowed to see them.

Libraries will have from 5,000 to 50,000 books, of which up to 2.5% will be on magic. Throw a 10-sided die, and multiply the result by 500 to determine the amount of books in the library. Throw another 10-sided die. This gives the percentage of the books which are on magic. Each "pip" represents  $\frac{1}{10}\%$ , thus a dicethrow of 5 for a library of 43,000 books will give  $1\frac{1}{2}\%$ , which gives a total of 537 books on magic. Only a small number of these books will be on display, the researcher will probably have to pay for the privilege of looking through books not kept on the shelves.

Once access to the books has been obtained, up to 10 (throw one 10-sided die) may be read in a day. Magical Knowledge that is not simply meaningless ritual or esoteric mumbo-jumbo will be hard to find. Thus for each book read throw a 20-sided die. A score of 20 means that something of value has been found. The knowledge will be information on how to perform a spell of up to 8 Knowledge Points. It is assumed that information on any spell more powerful than 8 K.P. will not be left lying about in a library.

The type of spell found is determined by the referee with reference to the table below:

Category	SPELLS IN LIBRARY BOOKS.		Knowledge Points of spells
	% dice score.	No. of spells poss.	
Physical Medicine	1 - 15	3	1, 2, 3.
Psychic Medicine	16 - 17	1	7.
Protection from Evil	18 - 30	4	2, 5, 5, 6.
Pyric spells	31 - 35	5	2, 2, 4, 6, 6.
Illusions	36 - 45	1	2.
Psychic powers	46 - 50	3	5, 6, 6.
Telekinesis	51 - 53	1	7.
Metamorphosis	54 - 60	1	6.
Control of Matter	61 - 66	2	2, 8.
Divination	67 - 77	7	3, 4, 6, 7, 8, 8, 8.
Creation of matter	78	1	7.
Physical powers	79 - 80	5	4, 5, 7, 8, 8.
Communication	81 - 90	3	3, 4, 6.
Academic knowledge	91 - 100	N/A	N/A

N/A = Not Applicable.

The method of selection of the spell is up to the referee.

Wizards whose Grade A scores are higher than their Grade B scores have to throw the same number on three average dice to find a spell of any use.

The referee should tell the player which spell has been found, and he should then check whether or not the player understands it.

The formula used to discover whether or not the player understands the spell is shown below.

$10 + \text{Knowledge Points of Spell} - \text{the player's intelligence score.}$

A 20-sided die is thrown, if the score is equal to, or more than the figure from the formula above, the player may add this spell to his repertoire at full effect. If the player fails to throw this score, the energy needed, and the effectiveness of the spell decrease by 5% per point difference.

E.G. A player with an intelligence of 6 attempts to obtain a spell with 8 K.P.

$$10 + 8 - 6 = 12$$

He throws a 9. Thus he learns the spell, but it takes him 15% more energy to cast, and is 15% less effective.

Referees should not let the players see the dice throw, so that they might try to perform the spell, and only be partially successful.

If a player does not fully understand a spell, he may make another attempt at understanding it only when he has gained another 10 K.P.

### METHOD 3

This method is also quite easy, but it is not often encountered. The table below shows which alignments can be taught by each other.

Pupil →	1	2	3	4	5	6	7	
Teacher ↓	1	*	*	A	B	N	N	N
	2	*	C	C	D	N	N	N
	3	C	C	C	C	C	N	N
	4	C	C	C	C	C	C	N
	5	D	D	C	C	C	C	N
	6	N	D	D	C	C	C	C
	7	N	N	N	D	D	C	C

Key: \* No restrictions.  
A Only non-offensive spells.  
B Only White Arts.  
C No restrictions, but at a price.  
D No offensive spells, but at a price,  
N No teaching allowed.

If any of the rules above are broken, the teacher will immediately become of the same alignment as his pupil. The referee will invariably play the part of the teacher, and will decide on the price etc.

Note that an alignment 7 teacher could pretend to teach an alignment 1 character and thereby bring the gullible idiot to an untimely end, for instance by leading him to believe that he is learning a food purification spell, whereas, in fact, he is summoning a demon which he won't be able to control. There are many variations on this theme.

Spells are taught to the limit of the knowledge of the teacher. Thus a wizard who only knows how to perform a spell at -10%, can only teach it at -10%. The teacher may, if he chooses, limit the effectiveness of the spell taught, he may for instance not be being paid enough.

METHOD 4

This is the most difficult and demanding. In order to carry out magical research the character will need three things:

- a) Equipment. ( i.e. money)
- b) Talent
- c) Time

a) Equipment.

Firstly, the player needs a premises. The referee should work out the availability of land, the size needed, rents, rates etc., and hence the cost of buying or renting a work-place.

Once secured, the building must be equipped as a laboratory. This not only costs money, but is also difficult socially. People will not take kindly to any mysterious goings-on, and the prospective researcher may find that he has to overcome visits from Citizens Groups, Witch-hunters, messages tied to bricks thrown through windows, and investigations by disapproving authorities. This will especially be true if the researcher is of a more chaotic alignment than the people about him.

These harassments can be overcome in three ways.

1) Bribing someone in authority (This could be very expensive, and risky, as the researcher might happen to try to bribe one of the few people in authority honest enough to turn him over to the Guard, or he might try to corrupt someone already corrupt enough to try blackmail).

2) Carrying on in secret. This will double all costs, and the player will still run the risk of being found out, and being arrested, or blackmailed.

3) Setting up the laboratory in isolation.

Although this method runs only a small risk of being interfered with, the costs increase quickly as the source of supply gets further away. Every 5 leagues away from the source of supply increases the cost of running the laboratory by a factor of one. Thus a laboratory 60 miles away from its source of supply will cost 4 times as much to run as one in the supply centre.

Cost of Laboratories.

As the level of spell sought after increases, so the standard of lab needed increases, and so the costs for special equipment also rise. Basic costs are set out below.

<u>Standard of Lab.</u>	<u>Research Possible.</u>	<u>Cost to Set up.</u>	<u>Cost to Run.</u>	<u>Spe.</u>
	(Spell K.P.)	(Gold pieces)	(G.P./day).	
1	1 - 7	2,000	10	-
2	1 - 12	5,000	30	A
3	1 - 16	15,000	100	B
4	1 - 19	50,000	500	C
5	1 - 20	250,000	1,000	D

Spe. = Special equipment needed. (For each spell under research).  
 - = None needed.

A/B = Throw one normal die. This gives the number of pieces needed.  
 Apply each piece to the availability and cost tables below.  
 A in black, B in red.

◆		<u>Immediate</u>		<u>Available in...</u>	
		<u>Availability</u>	<u>Days</u>	<u>Weeks</u>	<u>Months</u>
•	2	--	--	A-	-B
d	3	--	A-	-B	--
i	4	--	AB	--	--
e	5	AB	--	--	--

To find the period of time the equipment is delayed, throw a 10-sided die, that is the number of days, weeks, months, the wizard will have to wait. While he is waiting, the running costs are halved.

Items cost from 1 - 100 g.p. each.

C = As for B above, but with 1 - 3 special named items needed.

D = As for B, but with 1 - 10 special named objects needed.

Named Special Objects.

These will be really wierd things, and the referee can let his imagination run riot with them. Items such as unicorn's horn crushed with bat's droppings, or pickled manticora eyes. The researcher simply has to go off and find these things. All the time he is away, he is paying 10% of the running cost. This can amount to a hefty bill on his return.

b) Talent.

This can be of two types: 1) The talent of the player/character.  
 2) The talent of others.

The talent of a player/character is made up of 5 of his Grade B abilities, namely: Inspiration, intuition, instinct, reason and observtn. These abilities may be set out in a "code" as below:

	1	2	3	4	5	6	7	8	9	10
Intuition										
Instinct										
Observtn.										
Reason										
Inspiration										

The player places a cross in the box which corresponds to his score for a particular ability, worked out at the beginning of the game.

When research is begun on a particular spell, the referee produces a second code with random numbers. Thus there will be two different cards, possibly like the codes shown below:

The player totals the score of his 5 abilities. This is the number of steps he may take in that particular line of research. If he fails to find the answer by the end of that time, he must return to the point where he had just set up the laboratory and start. Thus in the example overleaf, the character can afford to take  $8 + 7 + 5 + 2 + 8 = 30$  steps.

Player's card										Referee's card									
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
							X			I			X						
					X					I		X							
			X							O						X			
						X				R						X			
X										I							X		

The player starts with the rank labelled Intuition, and may move the cross left or right, one step at a time, until the cross is in the same box as the cross on the referee's card. The referee then tells the player that he has found the right-line, and the player moves on to the Instinct rank etc.etc.

This continues until either all the crosses are located, in which case the spell has been discovered and may be added to the player's repertoire, or until the player runs out of moves.

It can easily be calculated that in the example shown, the minimum number of moves needed, assuming that the player makes the right decisions as to going to the left or right, is 21. Assuming that the player in the example chooses one direction and continues to move in that direction until he either reaches the end of the rank, or the cross, he can only afford to make one mistake, or else he will have to start again.

All this is guaranteed to have everyone in a cold sweat. (Should the cross on a particular rank happen to be in the same square as that on the player's card, there is obviously no need to move it, and the lucky player will be informed of his good fortune).

The talent of others will be discussed in the section on time below:

c) Time.

As has already been seen, a good deal of time can be spent in merely setting up the laboratory. The actual research can also take a long time. The time taken between steps (each move) on the card-matching can take from one day to six months.

Score on 20-sided die.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23+
S p e l l	$\frac{1}{7}$	W	W	W	H	H	H	H	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
l e v e l	$\frac{8}{12}$	M	F	F	W	W	W	W	H	H	H	H	D	D	D	D	D	D	D	D	D	D	D
L e v e l	$\frac{13}{16}$	M	M	M	F	F	F	W	W	W	W	W	W	W	W	H	H	D	D	D	D	D	D
l e v e l	$\frac{17}{19}$	M	M	M	M	F	F	F	F	W	W	W	W	W	W	W	W	W	H	H	H	D	
l e v e l	$\frac{20}{20}$	Y	Y	M	M	M	M	F	F	F	F	F	F	W	W	W	W	W	W	W	W	W	H

Key: D = Day, H = 3 Days, W = Week, F = Fortnight, M = Month, Y = 6 Months.

The time spent may be reduced by hiring laboratory technicians. In the table below the cost and effect of different technicians is set out. The figures in the table are the bonuses to be added to the 20-sided die throw when working out the time between each step.

T e c h n i c i a n	1	Cost/Month G.O.	Spell K.P.				
			1-7	8-12	13-16	17-19	20
	1	1,000	1	-	-	-	-
	2	2,000	2	1	-	-	-
	3	4,000	4	2	1	-	-
	4	7,000	7	4	2	1	-
	5	10,000	10	7	3	2	1

No more than 10 may be added to a single score. A month is the minimum length of contract. Money should be paid in advance. No refunds given if the technician is not needed before his month is up.

This is not the only way using other character's talent. Acolytes may also be hired, these may have a slightly higher magical ability than the player/character. The acolyte must not have a Grade B grade equal to, or higher than the hiring character. When the referee is approached by a player and asked to provide an acolyte, he will throw for the acolyte's characteristics, discarding all those who appear with a higher B Grade than the player. The acolyte may have a higher score in one ability than the hirer. The hirer may only make use of the acolyte's highest ability. The hirer is told the acolyte's highest ability only after he has been hired. Acolytes can only be hired before research begins and can never be taken on after its commencement.

The level of the acolyte hired must be the same as that of the spell under research. The cost of an acolyte is twice that of a technician.

No more than 5 acolytes can work on one research project.

Once hired, the research can begin. The ability score of the acolyte immediately replaces that ability of the character. Thus if an acolyte with a reason score of 7 is hired by a character with a reason score of 1, the character's reason score on his research card, becomes 7, and the cross on the 1 square is replaced by one in the 7 square.

If the cross on the referee's card on the reason rank was in the 1 square, it is unlucky for the character as he has unwittingly moved his cross out of the box. However, his total number of steps available has increased by 6.

#### DEMONS AND THEIR CONJURATION

"What a surly devil that is ". said Eric. Federick William Farrar.

This section, being so large, has been dealt with apart from the main body of the magic rules.

To produce our own demonology would have been a waste of time as we have an extremely comprehensive one in our own folklore.

The demons listed below have their original names and functions. These are set down in myths and legends all over the World.

Basically, each demon on the lists is an entity, a force, of varying power. Although they are divided into categories by rank, this does not necessarily mean that the most powerful demons are Kings, and the weakest Dukes. This ranking is only to determine which demons may summon other demons, of lower rank than themselves, at the conjuror's bidding.

Providing he knows the correct incantation, any wizard may summon any demon at a cost of only 3 ENERGY LEVELS (after 3 mins. meditation or instantaneously at the cost of 30 ENERGY LEVELS.

Each demon has its own incantation which may be learnt in the same way as other spells.

On summoning (which can only be successful once per demon per week), the referee should consult his notes to ascertain the true DEMON DANGER LEVEL, and then by cross-checking the figure with the summoner's energy level on TABLE A, arrive at the figure, on a 20-sided die, which the summoner must equal or exceed in order to bind the demon. The referee should not allow the summoner to know the true D.D.L., but should show him TABLE B, which will give him a rough idea.

Assuming that the demon is bound to the summoner's will, the summoner may now ask one question and/or give one order, and provided that it is within the demon's power, it will answer or obey. The referee should attempt to misconstrue, or take literally any ambiguous statements on the part of the summoner, and should try to give replies in a cryptic fashion, this can depend on his mood, or an instruction in the notes.

After this, the demon will return to hell (from whence it was called), and cannot be summoned under any circumstances (Except by selling of soul) until a calendar week has elapsed.

#### FAILURE TO BIND DEMONS

Failure to obtain the requisite score on a 20-sided die means that the demon is summoned, but it is not under the control of the summoner. If this happens, the demon destroys the protective circle of the wizard and drains energy levels amounting to TWICE THE DEMON'S DANGER LEVEL. Should this bring the wizard's total of energy levels to zero or below, he is killed, and his soul is exchanged for the demon's. The demon will immediately begin to fade, and unless it is bound again immediately, or the soul is regained by some other means, the player is lost to the World.

If the same demon is again called, its character will be a warped parody of the character of the player which it destroyed.

#### CONTROL OF DEMONS

##### i) Selling One's Soul

This method may be used only by Evil Chaotic or Neutral wizards, Good Lawful wizards may not sell their souls.

In selling his soul the wizard receives the following services for 7 years, at the end of which time he will surrender his soul and effectively die. (See: "Last Minute Repentance").

He will:

a) Be able to summon once per week and BE CERTAIN TO BIND, (i.e. ignore Table A and the D.D.L.), 1 King, 1 Prince, 1 Earl, 2 Marquis', 1 President, 3 Dukes, as well as the demon with which he made the agreement, who becomes his PATRON DEMON.

These demons are determined randomly when the bargain is made, and are fixed until its expiration.

The patron demon may be conjured instantly twice per week at the cost of ONE ENERGY LEVEL. The others may be summoned at normal cost.

If the summoner attempts to traffic with any other demon except those in the bargain, he immediately forfeits his soul, and his body is singed to ashes.

##### ii) Control By Will

This method is open to wizards of any alignment, but it must be remembered that Good wizards may not use demons to harm or affect the abilities of other Good characters.

Control comes about by summoning the demon (first knowing the correct incantation), and binding it, as laid out in the previous paragraphs. Each time a summoning is made this procedure is used.

However, a wizard may only have a limited number of demons "on his books". Each time a new one is summoned, the referee should make the following check;

Total the D.D.L.'S of all the demons ever summoned by the wizard. If this exceeds the NUMBER OF ENERGY LEVELS OF THE WIZARD + 50, then power over demons is lost, at least temporarily. The wizard loses the amount of energy levels equal to the single largest D.D.L. of any demon he has ever summoned. (Should this result in a score of zero or less, for effect see "Selling of Soul"). The wizard may also lose the services of each demon.

Checking individually for each demon for which the wizard has an incantation, apply the following:

Throw a normal die:

- |       |   |   |
|-------|---|---|
| 6     | : | Services of the demon are lost forever.           |
| 3 4 5 | : | Services are lost for a limited time. (see below) |
| 1 2   | : | Services are unimpaired.                          |

To find the length of time the services are lost, check the following table:-

Throw 1 x 20-sided die and 2 x average dice. Total the average dice:-

- |            |                          |
|------------|--------------------------|
| 4 - Years  |                          |
| 5 - Months |                          |
| 6 - Weeks  |                          |
| 7 - Days   | x number on 20-sided die |
| 8 - Weeks  |                          |
| 9 - Months |                          |
| 10 - Years |                          |

#### FAMILIARS.

Certain demons can provide familiars. These enable the wizard to summon the demon without expending any energy, and have divination spells i), ii) and 2), as for a 5th level wizard.

In return for these services they will be given human blood at least once a month, or they will return to their masters. Wizards of Alignment 1 (Good), may not have familiars. The referee may choose what form the familiar will take (No Elephants or Blue Whales) .

#### LAST MINUTE REPENTANCE

A wizard who has sold his soul, may at the last few minutes of his 7 years, attempt to retrieve his soul from the fate of everlasting torment;

Throw a normal die.

Deduct the player's Alignment figure from 10.

Referee decides, on a scale of 1 - 10. Bad-Good, just how wicked the character has been, and how much he has abused his powers, or used them for the good of mankind, etc.

Add all these figures; the total is the number of attempts the miscreant has to match the scores on two 20-sided dice.

In the unlikely event of success, throw a normal die;

- |    |  |
|----|--|
| 6: | Character escapes scot-free, but loses pact with demons.                             |
| 5: | Character survives, but returns in status to the point when he took up the bargain . |
| 4: | Payment of soul is put off for another 7 years, same terms as before.                |



- 3: Character dies.
- 2: Character dies.
- 1: Character dies, and demons get his soul.

NOTE:

As referee one can exercise a great deal of influence on the game with regard to the behaviour of demons. It should be remembered that demons are tricky things, and are always after an easy soul or two. Greed is an easy path for the wizard to take and, especially for the Good characters, the penalties should be stiff. The more that is asked for, the more difficult and dangerous it is to escape any come-back; this should be in the referee's mind when operating these rules.

But it must be remembered that these demons are in the summoner's power and must do his bidding. It is up to the referee to decide whether to take any action beyond the knowledge of the players, in the role of fate, or justice.

TABLE A  
DEMON DANGER LEVEL

	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40		
0-5	5	7	8	9	10	15	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
S 10	4	6	7	8	10	14	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
U 15	3	5	6	7	9	10	15	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
M 20	2	4	5	6	8	10	14	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
M 25	2	3	4	5	7	9	10	14	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
O 30	2	3	4	5	6	8	9	10	15	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
N 35	2	3	4	5	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
E 40	2	3	4	5	6	7	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
R 45	2	3	4	5	6	7	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
S 50	2	3	4	5	6	7	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
E 55	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
N 60	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
E 65	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
R 70	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
R 75	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
G 80	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Y 90	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
L 100	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
E 110	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
V 120+	2	3	4	5	6	7	8	9	10	14	17	18	19	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

Explanation: - Demon is summoned but shatters protective circle: see relevant rules

2 - 20 Demon is summoned and shatters protective circle: unless this minimum score is thrown on a 20-sided dice, in which case, demon is bound and will do summoner's bidding; see relevant rules.

A; Demon is summoned and bound, will to summoner's bidding; see relevant rules.

TABLE B

DEMON DANGER LEVEL IS BETWEEN TWO FIGURES STATED

<u>Demon No.</u>		<u>Demon No.</u>	
1	30/40	39	13/28
2	4/20	40	19/27
3	14/26	41	28/39
4	5/15	42	6/24
5	4/13	43	7/17
6	4/19	44	22/27
7	20/39	45	10/15
8	15/26	46	33/40
9	35/40	47	26/37
10	18/27	48	6/21
11	11/26	49	4/15
12	6/19	50	26/37
13	4/7	51	18/34
14	17/24	52	11/21
15	19/30	53	16/32
16	20/30	54	13/24
17	15/23	55	31/39
18	16/26	56	33/40
19	17/23	57	23/39
20	8/21	58	5/21
21	7/27	59	6/24
22	21/30	60	18/27
23	12/21	61	17/30
24	16/27	62	21/31
25	4/12	63	4/14
26	7/22	64	4/17
27	10/27	65	14/21
28	4/16	66	17/25
29	4/19	67	6/24
30	10/21	68	8/19
31	9/21	69	
32	24/32	70	
33	4/11	71	
34	7/18	72	
35	23/29	73	
36	30/40	74	
37	13/33	75	
38	14/23		

## MAGIC PERFORMED BY DEMONS.

### 1) Magical Knowledge

Each demon has its own specialist subject, and sometimes more than one sorcerous subject, ranging from herbs and stones (magical) to certain spells and incantations.

### 2) Invisibility

The demon will confer on the summoner or an object named by the summoner the property of invisibility. This effect will last until a pre-arranged signal is given, or a certain time is reached, or until the end of the pact with the demon. The spell is subject to a detect magic spell.

### 3) Wisdom

As this is a rather difficult spell to stimulate, when conferred on the summoner, the referee should drop gentle hints when the player is in a sticky situation, or increase his understanding of certain spells.

### 4) Love

Unless otherwise stated, this spell will confer all aspects of love on two people, from simple lust to the reconciliation of enemies. Basically the summoner is granted whatever he wishes in this province.

### 5) Honour and Promotion

This causes the summoner to gain honour and promotion quickly in courts, services, societies, armies etc. On applying for jobs etc., the prospective employer will be suitably impressed by the wizard, and nearly always employ him and his followers.

### 6) Immobility

Both of the demons which employ this spell may use it to stop the movement of one 'unit'. The referee must use his own discretion as to what constitutes a unit, e.g. an army as a body may be halted, but not five or six widely scattered individuals. The body is kept in suspended animation until a pre-arranged time, signal or until the pact is broken. Inanimate objects, such as rivers, rain etc. may be stopped, but not such things as tides, the moon, the Earth's rotation etc.

### 7) Treasures

Unless the demon knows of only particular treasure, i.e. gold, jewels or magical items, it will tell the summoner of the nearest treasure hoard. Some may know of any spirits guarding it, and some may be able to transport it to the summoner immediately.

### 8) Alchemy

Alchemy (unlike transformation; see later) is the transmutation solid to liquid, base metal to gold etc. Each demon has his own speciality in alchemy, and these are listed in the referee's notes.

### 9) Prophecy

This is self-explanatory. Unless stated otherwise, the demon will tell of the state of any one item, event or entity in the past, present or future. (N.B. only one question is allowed per summoning. Referee's should take special notice of the phrasing of questions, the players should take special notice of the phrasing of the answers).

#### 10) Arts and Sciences

Each demon has a particular knowledge of at least one art or science, ranging from geometry to poetry. What advantage this has to the players is the referee's problem, but, for instance, poetry might come in useful when "wooing", geometry in solving certain problems or remembering certain shapes for incantation, arithmetic might help in progressing in the business world.

#### 11) Intelligence and Wit

This is similar to Wisdom in that the referee should provide hints ("Flashes of inspiration"), at certain times, and that the "wit" should become evident when situations involving the charisma of the recipient come about.

#### 12) Bravery

As well as bravery, this spell covers prudence, or battle-sense. A character who has had this spell cast on him should be given slightly more information about numbers and danger of potential assailants.

The spell should also have an effect on friendly and unfriendly troops in a battle, lowering the morale of enemies, and raising that of friends.

#### 13) Flying by Magic

Of the two demons able to grant this, one has the power of instantaneous teleportation, and the other can give the summoner the power to fly at speeds of up to the speed of light.

The essential difference is that the former enables the summoner to pass through solid material, whereas the latter may result in the summoner being splattered over intervening buildings, mountains and the like. Only one journey per summoning is allowed, and in the case of the latter, the summoner must give precise instructions as to the destination and route, for teleportation he need only give the precise destination. If these instructions are misconstrued, it could well result in the summoner coming to a sticky end, in more ways than one.

#### 14) Philosophy

Granting an understanding of philosophy increases the wizard's powers of concentration, spell understanding, accurate execution and practice of a spell by an amount decided upon by the referee.

#### 15) Enchantments

An enchantment may cause a person to say what the summoner wishes without realizing what he is saying. This comes in extremely useful when used on persons of power and influence.

#### 16) Hatred and Revenge

This spell is used to set parties against each other. It can be used on many types; husband/wife, lover/lover, city/city, neighbour/neighbour, country/country etc.etc. Old feuds can be stirred up and old enemies sent out to gain revenge for old, forgotten wrongs. This is such a powerful spell that the referee should try to get the plan to backfire somehow, by getting the summoner caught up in the quarrel is a good method. The player should therefore try to keep well away from the events he has caused.

### 17) Things Lost or Hidden

The demon will tell the summoner of the whereabouts of a named article, the summoner wishes to find. It may also tell the best way to go about retrieving it, this may, of course be untrue, or an attempt to mislead the wizard.

### 18) Fire

The demon has knowledge of and can use all of the pyric spells except (7), (8), with the effect of a spell with a casting score of 71-100. Only one spell may be performed per summoning.

### 19) Destruction

Of the four demons able to perform this spell, one may cause trees to fall, one may destroy the summoner's enemies, one destroys cities and one strikes people deaf, dumb and blind.

### 20) Rhetoric

This spell will help the summoner to argue his way out of situations, sway crowds to his point of view etc. The referee should decide what effect the increased powers should have on a particular situation.

### 21) Languages

Languages taught by each demon are laid out in the referee's notes.

### 22) Thunder and Winds

Demons can cause or raise storms lasting for as long as the summoner wishes (or until his pact is broken). The storm can spread over an area up to 100 square miles.

### 23) Friendship

The demon's spell has the effect of the Love spell, but to a lesser extent. As it is a weaker emotion, the referee should decide the limits of this friendship. The spell is useful for re-inforcing existing relationships, thus mates can become bosom pals in one easy move, it can also be used to bolster failing friendships.

### 24) Demotion

This is the reverse of the promotion spell, causing people to lose honour and respect, and thus position through loss of favour.

The reasons for this loss of favour can range widely, from simple blunders to base treachery. (N.B. only one act can be performed per summoning).

### 25) Secrets

The demon will reveal any piece of information that has been deliberately hidden, it will not reveal things that the wizard has not yet come across. E.g., the summoner cannot ask the whereabouts of the nearest treasure, but he may ask where "Mr. X" keeps his treasure.

### 26) Necromancy

The two demons dealing with this have differing powers.

One has the power to animate corpses, and control the undead, the other has the power to summon the spirit of a dead person to appear before the wizard, and answer truthfully three questions if it knows the answer.

### 27) Riches Bestowed

The demons involved either help the wizard to invest his money wisely (referee tells of money-making schemes through characters met), or it will steal the money itself.

### 28) War and Death

Each demon has its special area, ranging from murder, causing wounds to be incurable, to raising armies, giving aid in battles, and starting wars. The referee should decide for himself whether it is in the demons power to carry out the summoner's wishes. He should also try to embroil the summoner in the events he has caused, as in No, 16.

### 29) Transformations

Each demon has its own special transformation, as in the referee's notes. The transformation, self and/or others (Up to 6), lasts until a pre-arranged time signal, or until the pact is broken.

### 30) Thieves

The demon controls thieves, and may cause them to steal certain items as wished by the summoner, but not to bring them to him. What the thieves do with the object in question is up to the referee.

### 31) Medicine

The demons may cause either 1) Diseases, or 2) All ills (depending on the demon's power) to be cured in one person per summoning. They may not halt plagues etc.

### 32) Drowning

These demons cause disasters at sea, and hence drowning, as set out in the referee's notes.

### 33) Visions

These demons can produce a T.V. type image of what a person is doing at the time of the conjuration, the image will last for up to 10 minutes (no sound).

### 34) Earthquakes

The effect of the earthquake caused should be decided by the referee.

### 35) Music

The demon bestows upon the summoner the ability to play any musical instrument of his choice.

## REFEREE'S NOTES ON DEMONS

The notes are arranged as follows:-

Number). NAME D.D.L.

Description of the form in which the demon manifests itself:  
Notes on summoning : Comments : Abilities.

### a) KINGS

1) ASMODAY 31

3 heads; ram; bull & human. Rides Dragon. Holds Spear: Wizards must summon with head uncovered: He is obliging enough to answer any question put to him : ARITHMETIC.

- 2) BAAL 11  
Man with cat or toad for head. Speaks in hoarse voice: One of the most powerful of the demons.
- 3) BALAM 23  
3 heads; human + 2 animal. Hoarse voice: Easily invoked and quite harmless to deal with.
- 4) BELETH 6  
Man: Is summoned with reluctance: appears accompanied by an orchestra, protection from its anger-silver ring on middle finger of left hand.
- 5) BELIAL 6  
Angelic form in fiery chariot: Deceives all, unless every sentence has the divine name in it, Expects a sacrifice (Virgin animals decapitated with one blow).
- 6) PAIMON 10  
King riding a camel: Summoner must not fear this demon's loud voice: Any Art or Science.
- 7) PURSON 30  
Huge man with a lion's head, arrives with court and musicians: Gives Familiars, Answers questions on magic.
- 8) ZAGAN 20  
Winged Bull: Change liquids.

b) PRINCES

- 9) GAAP 40  
Human shape: Has power of instantaneous teleportation.
- 10) IPOS 24  
Repulsive shape .
- 11) SEERE 18  
Man with long hair, riding winged steed: abilities are performed in "The twinkling of an eye".
- 12) SOLAS 10  
Black raven: Learned in Star Lore.
- 13) SYTRY 6  
Human shape, wings, wild-animal head: Rules over Love and Lust.
- 14) VASSAGO 20

c) EARLS

- 15) ANDROMALIUS 20  
Human shape, holds a snake in each hand: Summoner may get to the bottom of all intrigue and plotting.
- 16) BIFRONS 21  
Appears as a monster until told to change to human, which it does; Astrology, Mathematics, Herbs and Stones, Necromancy, first type.



- 17) BOTIS 17  
Serpent, changes to human, large teeth, a pair of horns, carries a formidable magic sword.
- 18) FURFUR 18  
Appears as a deer with wings and a serpent's tail, it breathes fire; Marital Love.
- 19) HALPAS 20  
Appears as a dove: Dangerous to deal with as it is destructive and warlike.
- 20) MORAX 12  
Human with a bull's head: Stones, Herbs, Astrology, Sciences.
- 21) MURMUR Griffin, wears crown, harsh voice. Accompanied by two heralds and a fanfare of cornets: Not wholly bad. (Necromancy second type).
- 22) RAUM 23  
Arrives as a blackbird: Reconcile Enemies, Destroy cities. Those in need of money can have it stolen and brought to them by it.
- 23) RANOBE 18  
Teaches languages (Human only), gives favour of friends and enemies alike.
- d) MARQUIS'
- 24) AMON 23  
Wolf with serpents head or tail: Reconciliation of enemies.
- 25) ANDRAS 10  
Angel with raven's head, rides off on wolf, carries sword: ENTIRELY DESTRUCTIVE, may try to kill wizard.
- 26) ANDREALPHUS 13  
Beautiful peacock: Arrives with tremendous noise: Teaches Mathematics, (especially geometry). Transforms people into birds.
- 27) CIMERIES 18  
Rides on a black horse: May make men soldierly. Location of Treasure.
- 28) DECARABIA 6  
Appears as a star within a pentagram: Produces familiar spirits disguised as birds: Has knowledge of power over plants and stones.
- 29) LERAJIE 12  
A man-shaped demon, carries a quiver and bow, wears a green habit: Causes wounds to delay in healing, starts battles when commanded by summoner.
- 30) MARCHOSIAS 15  
Fire-breathing, winged wolf: Gives aid in battles, provides answers to questions addressed to it. (These need not necessarily be true answers).
- 31) NABERIUS 17  
Appears as a cock, it is unable to stand still: Teaches Logic and Rhetoric.

- 32) ORIAS 26  
Lion riding a great horse, it has a snake's tail, and carries two serpents: Teaches Astrology instantaneously. Changes into any shape. Causes the summoner's enemies to favour him.
- 33) PHOENIX 4  
A bird with a child's voice: Not to be trusted, devious: Poetry and Letters.
- 34) SABANACK 10  
Warrior with a lion's head, mounted: May cause wounds to be incurable.
- 35) SHAX 28  
Bird: Steals money (and brings it to the wizard). Causes people to become deaf, dumb and blind. Produces familiars.
- 36) VALEFOR 37  
Lion: Tells the summoner anything he does not know within "secret" rules. Occult Medicine, (cures all ills). Transform men into animals. Makes men skillful with hands and brain.

e) PRESIDENTS

- 37) AMY 16  
Appears as a flame: Teaches astrology instantaneously. Produces familiars. May obtain treasure guarded by spirits.
- 38) BUER 15  
Appears as a starfish. Only appears when the sun is in Sagittarius. Provides familiars, cures disease, Philosophy and Logic.
- 39) CAIM 22  
Appears as a thrush: When asked a question, the answer appears in flaming coals: Has knowledge of the language of birds, will also teach the languages of dogs, cattle, and meaning of murmuring of warcs. Only future prophesy.
- 40) FORAS 26  
Human shape: Logic. Magical properties of stones and plants. Restores lost property.
- 41) GLASYALABOLAS 33  
Takes form of winged dog: Teaches science. Causes murder.
- 42) HAGENTI 15  
Shape of winged bull: Transmutes base metal into gold and water into wine (and vice versa).
- 43) MALPAS 10  
Shape of blackbird: Deceitful: Helps build buildings by supernatural means.
- 44) OSE 25  
Appears as a large, graceful leopard: Transforms people into what form they wish. Causes delusions and insanity. Those who have been changed may not know it and behave as if nothing had happened. Reveals hidden knowledge.
- 45) VALEC 13  
Appears as a small boy riding a dragon: Rules over reptiles.

f) DUKES

- 46) AGAREES 35  
A sage riding on a crocodile, carrying a hawk: Brings back those who have run away, stops movement, can teach any animal language, causes earthquake, demotion.
- 47) AINI 35  
Man with 3 heads; snake, man, cat; rides a viper; bears fire in its hand: Causes destruction, Teaches cleverness, can answer questions of things that are unknown.
- 48) ALLOCEN 14  
Red lion on horseback: speaks loudly.
- 49) AMBUSCIAS 6  
Unicorn: Makes music appear from nowhere. Causes trees to fall. Provides familiars.
- 50) ASTAROTH 28  
Angel mounted on dragon, snake in right hand: Prophecy, reveals secrets, teaches science.
- 51) BARBATOS 27  
A hunter, appears with an escort of troops.
- 52) BAIHIN 17  
Human with a serpent's tail: May transport people at the speed of light. Has knowledge of Herbs and Stones.
- 53) BERITH 24  
Soldier on horseback, very untrustworthy: Turns base metal into gold.
- 54) BUNE 20  
Human, 3 heads; griffin, dog and human: Wisdom and facility of speech. Bewitchment of groves by demon.
- 55) DANTALIN 34  
Appears with a multitude of male and female faces, carrying a book: Produces visions of other people. Teaches every art and science. Influences men without their knowledge.
- 56) ELIGOR 40  
Appears as a knight: Causes wars and armies to collect.
- 57) FLAUROS 33  
Appears as a leopard: Protects wizard against other spirits. Most of what he tells will probably be false. Destroys wizard's enemies by fire.
- 58) FOCALOR 14  
Winged man: Causes death by drowning, sinks ships, causes winds to blow.
- 59) FURCAS 15  
Old man riding a horse, carries a spear: Teaches Sciences.

- 60) GOMORY 24  
Appears in the form of a beautiful woman, with a beautiful crown of gold: Causes wizard to be loved by women and maidens. Knows of hidden gold.
- 61) GUSION 23
- 62) PROCEL 23  
Appears as an angel: Teaches Mathematics.
- 63) SALEOS 10  
A Soldier: Love only.
- 64) VAPULA 7  
A winged lion: Philosophy.
- 65) VEPAR 18  
A mermaid, province is the sea. Causes storms at sea, death or disaster and delusions of ships at sea.
- 66) VUAL 22  
Appears as a comet: Speaks in an unintelligible tongue until commanded to speak in the wizard's language.
- 67) ZEPAR 16  
Transformations, Love.
- 68) GAMGYN 18  
Horse or Donkey: Necromantic powers - interrogation of souls. Teaches Science.

The table above is used in the following way:-

The numbers along the top of the table refers to the number of the demon in the referee's notes on demons. The abilities listed on the vertical axis of the table are all the abilities it is possible for a demon to have...

To determine whether or not the demon in question has the required ability, cross-check the ability and demon's number. If the result of the cross-check is a shaded area, then the demon has that ability.

For example, to find if demon number 25 (Andras), is capable of causing earthquakes, cross-refer 25 and EARTHQUAKES. The result is not shaded, thus the demon does not have this ability.

#### COSMIC MAGIC

"They are drunken, but not on wine" Isaiah 29 IX

The spells in this section may be performed by any wizard with the appropriate number of energy levels, although players are warned not to attempt them unless they are powerful magic-users as the penalties for failure are high.

This section deals with planes, dimensions and time, and travel between them.

A few definitions will be useful:

#### A PLANE:

is a world existing in no particular geographical location in which the physical, chemical and biological laws applying on "Earth" (that is, the plane in which the campaign is taking place) still apply. (e.g., an apple which falls downwards off a tree in a plane will fall downwards in all the planes of that plane).

In planes, however, events which have occurred or are due to occur on "Earth" may not do so, or may occur to a lesser or greater extent.

There could be a plane in which a character drops his sword instead of killing a minotaur or one in which the human race has developed with two heads or as fish.

However, the last example is rather extreme and vast physical differences may be impossible as they require a change in the laws governing that set of planes.

As an event occurs on "Earth", there are obviously infinite variations on that event. Each one of these events occurs in a plane. Thus there are an ever-increasing number of planes each giving rise to infinity new planes whenever an event occurs.

An event is anything that happens, from the bending of a blade of grass to the end of the world.

Planes are separated from each other, and from the "Earth" by normally insurmountable energy barriers, but occasionally these ever-fluctuating barriers interact to create gaps or "pathways" between the planes. These pathways are of three types:

- i) Two way pathways.
- ii) Gradients.
- iii) One way pathways.

These pathways are routes by which a wizard can travel between the planes. The ends of these pathways manifest themselves in many ways. The ends of pathways are known as "planar gates" and will be described later.

Travel along two-way and one-way pathways requires no energy expenditure, but travel AGAINST gradients requires some energy to be used.

There is no plane in which the physical, chemical or biological laws are broken without the use of magic.

#### A DIMENSION

is an area in which physical, chemical and biological laws no longer exist as on "Earth".

Some of these are the dwelling places of the Gods, the homes of terrible, indescribable monsters and the seats of immense power.

There is an infinite number of dimensions, each surrounded by an ever increasing number of planes of that dimension, each having the same physical, chemical and biological laws of that dimension.

Dimensions are separated from each other by normally insurmountable energy barriers, as are planes. As with planes, there are pathways of three types, two-way, one-way and gradients. At the ends of each of these pathways are 'dimension portals' or portals for short.

To reach a dimension from "Earth", it is necessary to pass through the VOID, which will be described later.

#### TIME

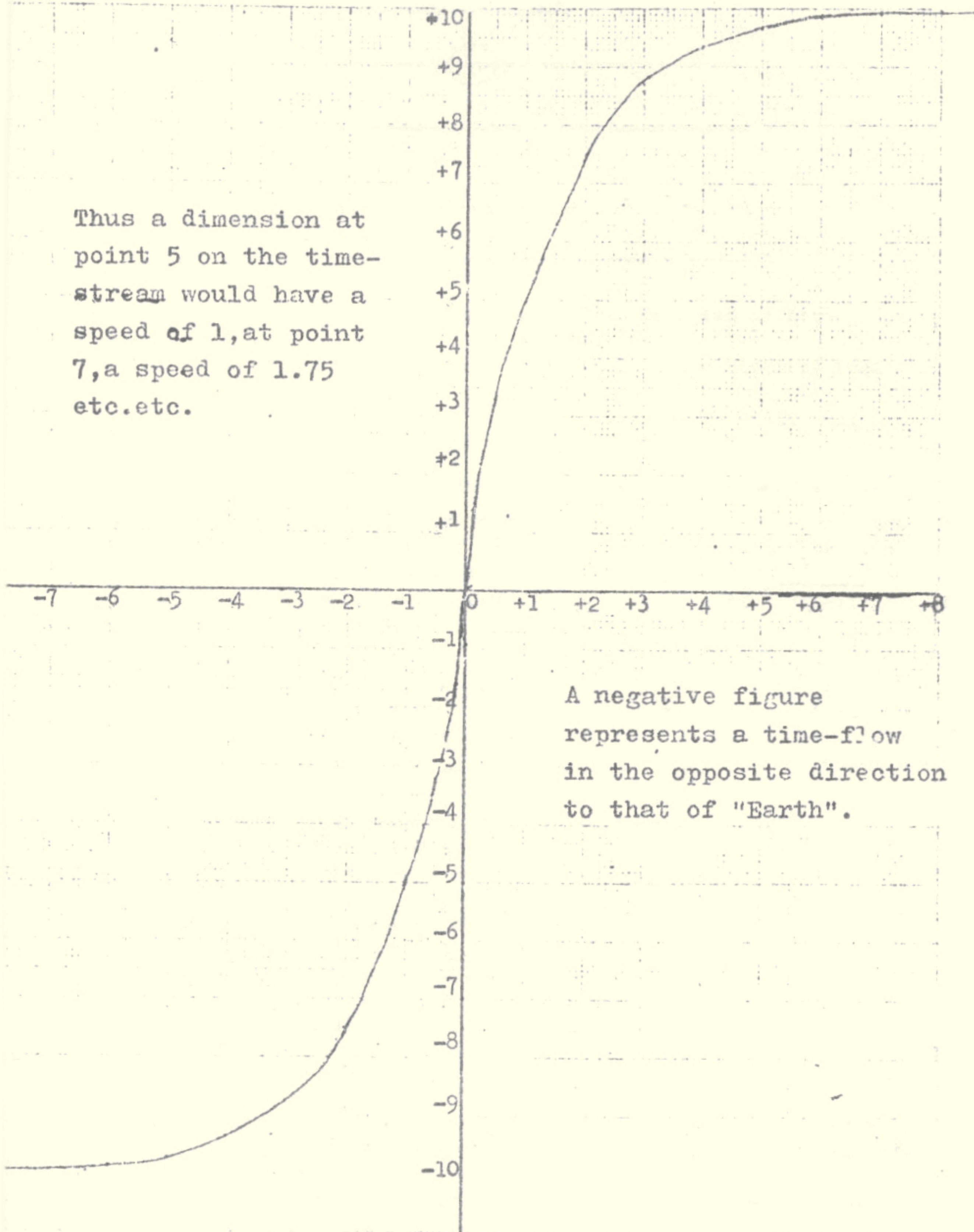
in order to rationalise the effects of time on travellers between dimensions, we have constructed a model opposite.

In the diagram, the lines AB and CD represent the Boundaries of the "time-stream", which lies between them.

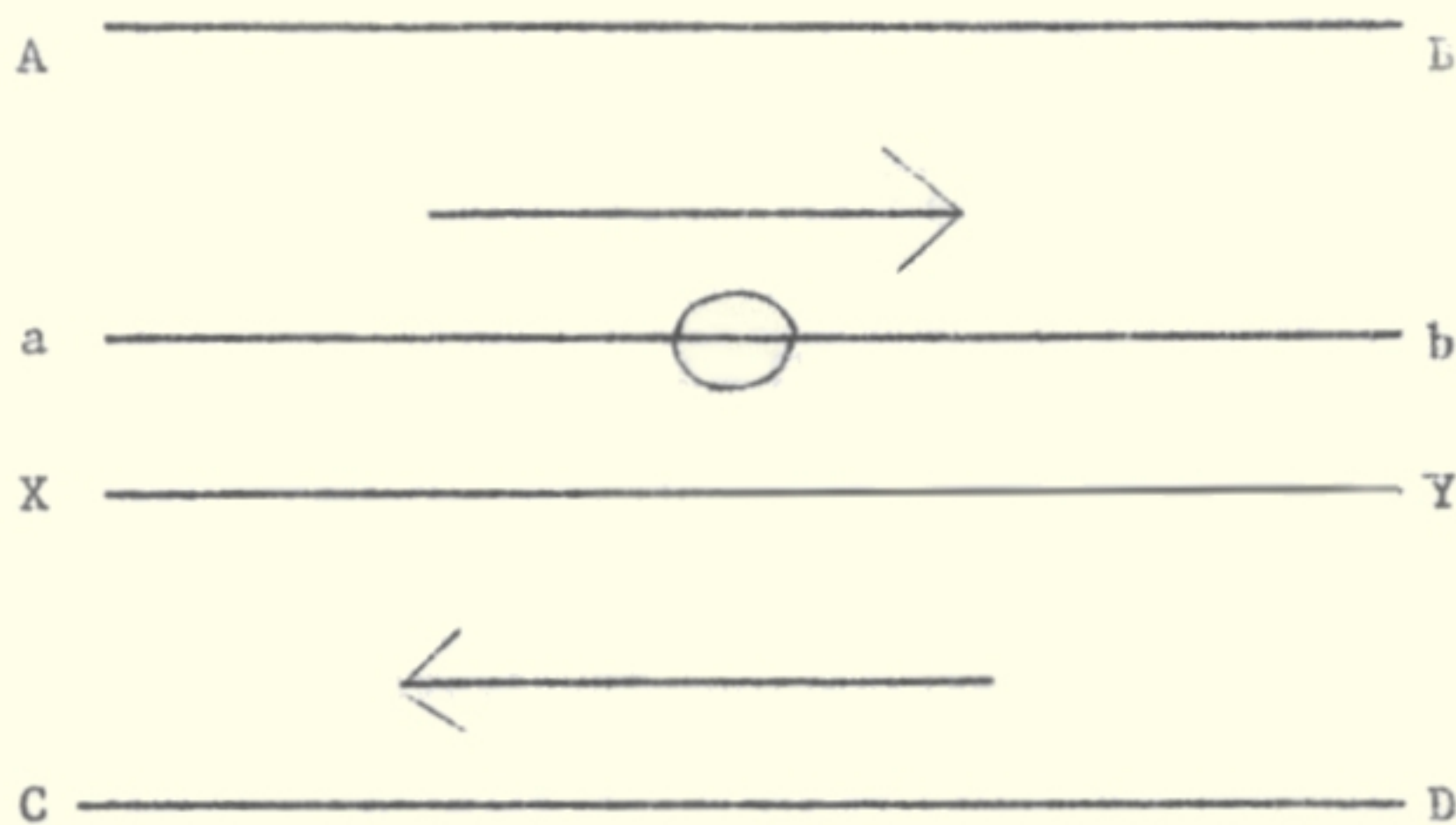
Time is represented by a current travelling in the direction of the arrows (overleaf).

The "time-speed" at any point along a horizontal line is the same, thus any two or more points on that line e.g. ab will have the same "time-speed" The term "time-speed" is rather difficult to define but its meaning will become self-evident later on.

Thus a dimension at point 5 on the time-stream would have a speed of 1, at point 7, a speed of 1.75 etc.etc.



A negative figure represents a time-flow in the opposite direction to that of "Earth".



The line XY represents an area where the time speed is zero. The time speed increases towards the edges of the time-stream.

The rate at which the time speed increases as the distance from the centre line increases is shown below.

The use and significance of time speed will now be discussed. Time is divided into two types:

- i) SUBJECTIVE TIME. i.e. time that the traveller experiences.
- ii) OBJECTIVE TIME. i.e. time that passes on the place that the wizard left between his leaving and his returning. If the place in question is "Earth", it would be called Earth Time.

In the table below are some examples of time-speeds which will help to make the illustration following clearer.

<u>DIMENSION</u>	<u>POSITION</u>	<u>TIME-SPEED</u>
A	3	0.5
B	5	1
EARTH	7.5	2
C	0	0
D	9	4
E	-8	-1.75

A traveller leaves "Earth" (time speed 2) and moves to dimension B (time speed 1).

He stays there for a subjective time of 1 hour and then returns to "Earth". The actual process of moving between dimensions takes no time at all.

Therefore, someone waiting for him on "Earth" will have to wait only 30 minutes between the wizard's leaving and his return. This occurs because time travels at half the speed of "Earth-time" in dimension B.

The objective time in this case is easily calculated but for times when the numbers are not so easy the following may be used. (overleaf.)

$$\text{OBJECTIVE TIME} = \text{SUBJECTIVE TIME} \times \frac{\text{TIME SPEED OF DESTINATION DIMENSION}}{\text{TIME SPEED OF ORIGINAL DIMENSION}}$$

In this case it would work out as;

$$60 \times \frac{1}{2} = 30 \text{ minutes}$$

If however the traveller goes to dimension A for an hour, his time away from "Earth" would be;

$$60 \times \frac{0.5}{2} = 15 \text{ minutes}$$

And if dimension C is the destination, the traveller returns at the moment that he sets out;

$$60 \times \frac{0}{2} = 0 \text{ minutes}$$

And for dimension D, 2 hours later;

$$60 \times \frac{4}{2} = 120 \text{ minutes}$$

But for dimension E, he would arrive back before he sets out;

$$60 \times \frac{-1.75}{2} = 52.5 \text{ minutes earlier.}$$

This appearing before you leave out presents, to say the least, a few conceptual difficulties. We suggest two ways in which you can get around them.

1) The traveller returns to a different plane of "Earth" which was created by the event of the wizard returning and in which all events previous to the appearance are identical to those of the plane the wizard left. He then carries on as usual.

2) He kills time by travelling to an intermediate dimension and its until "Earth-time" has caught up with him. i.e.

Travel from "Earth" to dimension E, stay for 1 hour.

Then, travel to dimension D, stay for  $\frac{1}{2}$  an hour.

Then, travel back to "Earth".

Thus arriving on "Earth" 7.5 minutes after leaving.

There are, however, dimensions which exist beyond the boundaries of the time-stream. e.g. on the diagram, above AB and below CD. These occur in regions where the time-flow is turbulent and has a totally random velocity (speed + direction).

If one of these dimensions is visited, the following procedure should be used by the referee.

i) Throw one normal dice: 1,2,3. means that time is + .

4,5,6. means that time is - .

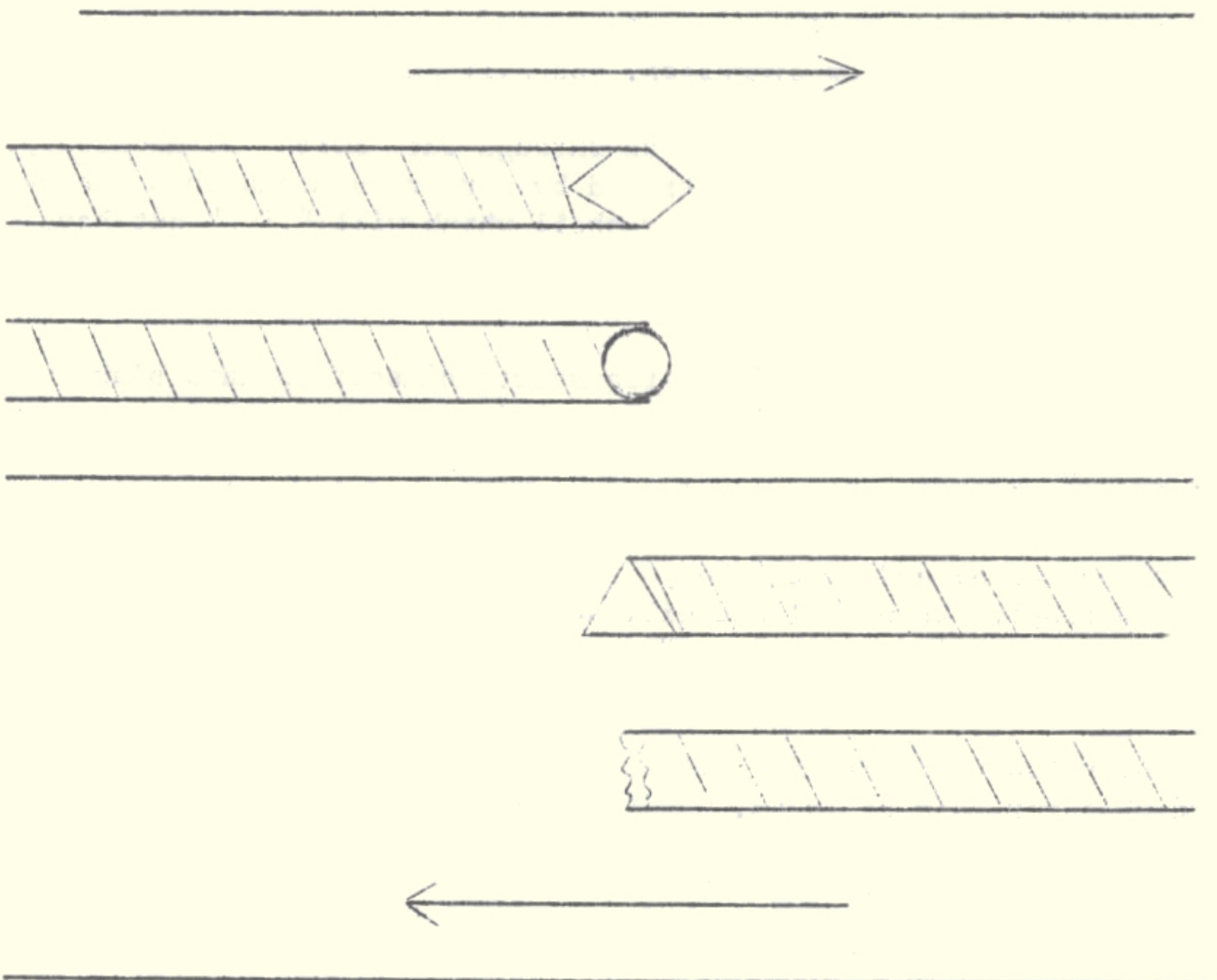
ii) Throw two twenty-sided dice; Sum of the two = timespeed.

Then, every 10 minutes, subjective time, check for change by throwing a normal dice. A 6 means that a change has occurred and that the above procedure should be used again to determine the new time speed.



A wizard, if he travels to another dimension will automatically conform to the time speed of that dimension unless he performs an EARTH SPEED spell, when his body will function at the same time-speed as that of "Earth".

A simple map of some of the dimensions travelling in the time-flow is drawn below.



The geometric shape represents the dimension itself with the hatched areas trailing behind them being the planes of that dimension.

It is possible to have more than one dimension with the same time-speed but not possible to show it on a two dimensional piece of paper. Readers should imagine these other planes as lying on the same line as the one drawn but set in front of or behind the piece of paper.

#### THE MECHANICS OF INTER-PLANAR AND DIMENSIONAL TRAVEL.

The first thing that a wizard has to do when he has decided to visit a plane or dimension is to find either a planar gate or a dimension portal. These will be made visible to him if he performs a SEE GATE/PORTAL spell. They may appear to him in many forms left to the discretion of the referee who might also like to make some bogus gateways if he wishes.

We will deal firstly with a wizard travelling to another plane.

In the map overleaf, dimensions and planes are represented by squares and the pathways by lines. A key is given overleaf to the symbols used on this cosmic map.

There may be more than one gate which opens onto a particular pathway. The SEE GATE/PORTAL spell will not allow the wizard to see where the pathway beyond the gate leads and so he will have to find out either by being told or by experiment.

The next decision that the wizard has to make is, in what state to enter the plane? There are three possible states:

a) MIND.

In this state it is possible to witness events occurring in the plane or dimension visited. There is no chance of harm coming to the wizard while he is there but he may not interact with the inhabitants or things existing in that plane or dimension.

b) ECTOPLASMIC FORM.

In this state the wizard can interact to some extent with the things existing in that plane or dimension. He will be seen as a faint shade of himself and can be heard or spoken to. There are no physical barriers to the movement of ectoplasmic forms. It can dive through the "Earth" if necessary. It needs no sustenance. If it is destroyed by sorcerous means then the owner is killed and his body is left as an empty shell which will "live" but have no cogent thought of its own.

c) BODILY FORM

In this state the wizard transports himself to each plane or dimension bodily and can perform all actions and interact with the inhabitants and things existing in the plane/dimension in all ways possible on "Earth".

In addition to finding and traversing the pathway, a) and b) require a BODY-MIND and BODY-ECTOPLASMIC FORM spell respectively.

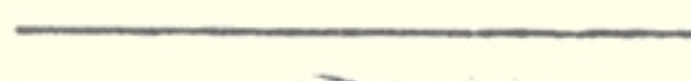


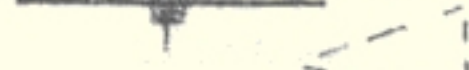
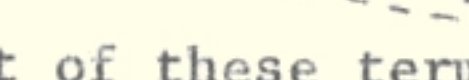
In both the cases a) and b) the body is left behind on "Earth". It will breathe and respire as normal but will need feeding as often as it normally would, measured in subjective, "Earthtime", thus limiting the time that a wizard can spend in either of these forms without some form of helper on "Earth".

If the bodily functions are interfered with in any way, this will be felt by the wizard whatever form he is in. If the body is destroyed or suffers mortal wounds, the wizard in mind form will die and if in ectoplasmic form he will be unable to re-enter, thus forced to remain forever in his present state. However, the wizard can regain bodily form if he can enter the body of another wizard who is himself in ectoplasmic form. If the other wizard returns to find his body occupied and tries to re-occupy it a struggle of will occurs. The invader (ectoplasmic form) will be at a -10 energy level disadvantage. The loser of this struggle will fade away into nothingness.

All ectoplasmic forms are unable to regain energy levels and will fade away when their total reaches zero. Ectoplasmic forms may receive energy levels from an energy donating object.

All mind forms are unable to replenish energy levels from either internal or external agents.

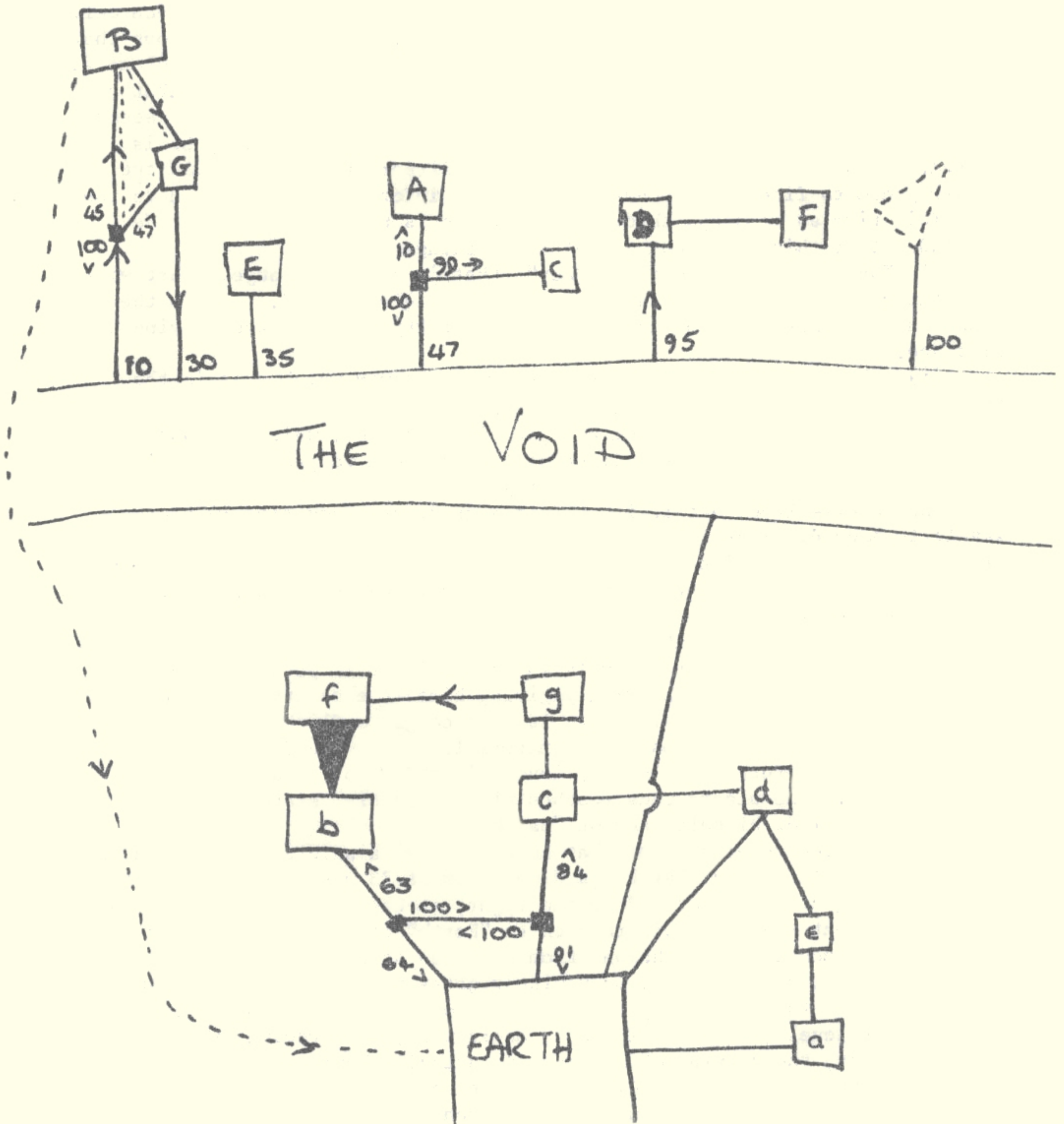
KEY TO COSMIC MAP.

Small Letters a,b,c, etc	= PLANES
Capital Letters A.B.C. etc.	= DIMENSIONS
Thick black Lines.	= EDGE OF VOID
	= PATHWAY. (Two-way)
	= PATHWAY. (One-way)
	= GRADIENT
	= DEFLECTOR
	= ENDLESS TIME LOOP.

Most of these terms are explained later.

The easiest way to understand these rules is for a wizard to be taken on an example journey.

This is a very simplified map, there is no reason why there should not be over 100 dimensions available to a character, the only limiting factor is the imagination of the referee.



Let us say that our wizard wishes to reach plane f. to obtain advice from a teacher who died on "Earth" many years ago, but who still lives in this plane.

The wizard has performed a SEE GATE spell and enters the gate, it is in the form of, say a hollow tree. As soon as he enters the gate he finds himself looking out over a green, hilly land with not a tree in sight. He is standing on a pile of stones.

From the referee's point of view, the wizard has been successful, although the wizard himself may not know it.

The wizard crossed the deflection point with ease. To check this the referee throws a percentage dice and obtains a number from 1-100, in this case 29. Any score from 1 to 63 inclusive means that the wizard goes on to plane b. (A score of, say, 74 would have meant that the wizard had been deflected to the right and on to the next deflection point). As the wizard knows that he is only in plane b he has to find a gate to enable him to get to plane f.

He then performs two spells: SEE GATE spell and a SCAN FOR TRAVEL spell. He picks out a probable gate nearby and makes for it in whatever way seems appropriate. Entering the gate, this time in the form of a cave, he is instantly transported to plane f, where he will perform another SCAN spell, enabling him to find his teacher, receive the information and return to the gate.

This time as he steps through the gate he is not transported. He concludes that this must mean one of three things:

i) That the gate requires a "key"; that is a certain object that will open the gate, whether it is a magic wand or a glass bead. Unless the wizard has the key to a locked gate it is a pretty hopeless task trying to find one.

ii) That the gate opens onto a one-way pathway which runs in the opposite direction to the way that he wishes to travel.

iii) That the pathway from the gate is a gradient which he passed down to reach the plane in the first place, and that to pass back up it he will have to expend a number of energy levels.

The referee knows that it is in fact a gradient, requiring 10 energy levels to ascend. Travel is possible with no energy expenditure on a gradient in the direction of the arrow. Travel in the opposite direction requires the expenditure of the number of energy levels shown under the thick end of the symbol.

The wizard assumes that he is up against a gradient and decides that he can afford to spend 20 energy levels in traversing this pathway. He thus spends 20 energy levels, unknowingly giving himself a safety margin of only 1. Had he used too few levels he would have caught a flickering glimpse of plane b, and would have partially materialised but would have had to expend at least a further 19 energy levels in order to get across after the first attempt. The wizard thus reaches plane b safely, stands on the pile of stones and finds himself back on "Earth".

However, the referee knows that he almost had a severe mishap. On the way back from plane b to "Earth", a dice throw of 73 was obtained, the deflection point, causing him to shoot off to the right; at the next deflection point, a throw of 89 sent the lucky wizard back to "Earth" although to a different geographical location from the one from which he started out.

Though none of these did, many planar gates require a key for a subject to pass through them. The key can take any form, from the expenditure of a few energy levels, the reciting of a magic word, the tracing of a magic symbol carved in rock, the solving of a puzzle to actually having a physical object the possession of which alone will act as an opening agent. In fact, most planar gates need a key as do nearly all dimension portals. There is usually more than one way to open a portal or gate, there may be up to 5 or 6 different methods possible.

If the wizard spent 15 minutes in plane b and 3 hours in plane f, he will arrive back on "Earth" 3½ hours after he left; thus subjective time = objective time.

A wizard who wishes to leave the "Earth" and travel to another dimension must cross THE VOID.

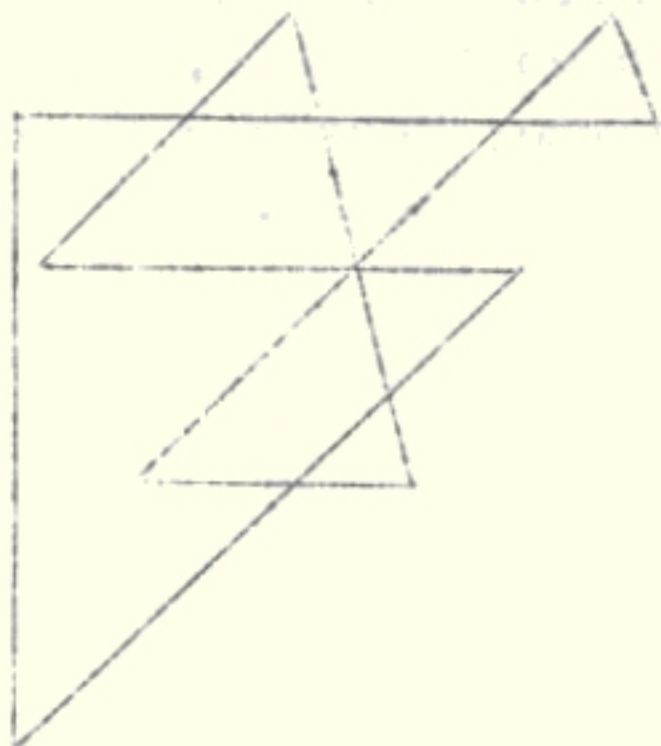
The void is an area of absence. It may appear in a number of different forms but all parts of the void are interconnected. There is only one void.

The pathways across the void also take many forms, some of which will be described later.

There are usually at least two opposing forces at work on someone crossing the void. One is usually trying to keep him on the pathway while another is trying to knock him off.

For an example, let us imagine that a wizard is attempting to reach dimension E. He decides to travel in bodily form and to adapt himself to the time speed of that dimension. These two states are passive and require no energy levels to perform.

On "Earth" he performs a SEE GATE spell in conjunction with a SCAN spell and finds a planar gate. He recognizes that this is the gate that he requires, having been told by his teacher on plane f. The gate takes the form of a ring of stones set high on a hill nearby. He finds a stone with a strange design inscribed upon it:



Taking his finger he traces the inscription as he had been told and then recites the magic numbers that form the key to this planar gate --3 4 5 2 6 9 1 1-- and stands in the centre of the ring of stones.

He immediately finds himself on the edge of the void, floating in space. He is unable to look behind him. He performs a SEE PORTAL spell and immediately, many lights, like stars appear. They appear in certain configurations and in many colours. He has been told that the portal for which he should aim is on the right of a line of four and shines green in the darkness. The wizard picks out this one and concentrates on it. As he does so a bright white carpet appears, it is about 20 feet wide and stretches towards the green light. It does not have any definite shape and does not look as if it will bear his weight but his feet, although feeling nothing beneath them seem to remain at the same level. He starts to walk along the path but as he sets out a terrifyingly strong wind picks up, threatening to sweep him off of the path.

The wind is so strong that he has to expand energy levels in order to stay on the pathway. He finds that he has to expend 5 energy levels for every 10 minutes he spends on the path. Eventually, after 2 hours he suddenly finds himself in the golden sunlight of dimension E.

Having used up most of his energy levels in the trip across the void the wizard will have to rest and recuperate while he is in this dimension. This could lead to many problems.

Although the journey across the void took 2 hours subjective time, it took no objective time.

Had the wizard been blown off the pathway, he would have floated through the void until being whisked off down a pathway into another plane or dimension. This accidental travel is decided by the referee who throws



a percentage dice, the figure on the dice representing the pathway, as shown by the figures next to the beginning of the paths on the map of the dimensions.

The dotted line represents paths leading to endless time-loops. This means that the wizard will find himself in a plane or dimension which he will find impossible to leave. If he tries to leave this plane or dimension he will follow the dotted line, possibly leading to another plane or dimension from which he will only be able to return to the one he has just left. There is however, one slim chance of escape. If he is in bodily contact with another wizard travelling down the pathway he wishes to use, he may effect an escape.

It is a good idea for the referee to distort the wizard's idea of time whilst travelling between planes and dimensions, especially while he is in the void, although the referee must not alter objective time.

As the characteristics of the planes available to the wizard will depend on the history and geography of the campaign in progress, it would be pointless for us to include descriptions, but we have drawn up a list of example planar gates and dimension portals and their characteristics.

The table shows just 5 examples, of course there will have to be at least one planar gate at the end of each pathway, there will usually be more. Most gates have physical objects as keys. The actual presence of the object on the person of the wizard will sometimes open the gate, sometimes actions will also have to be performed, sometimes keys can only be used once, sometimes they will be usable for just a few turns.

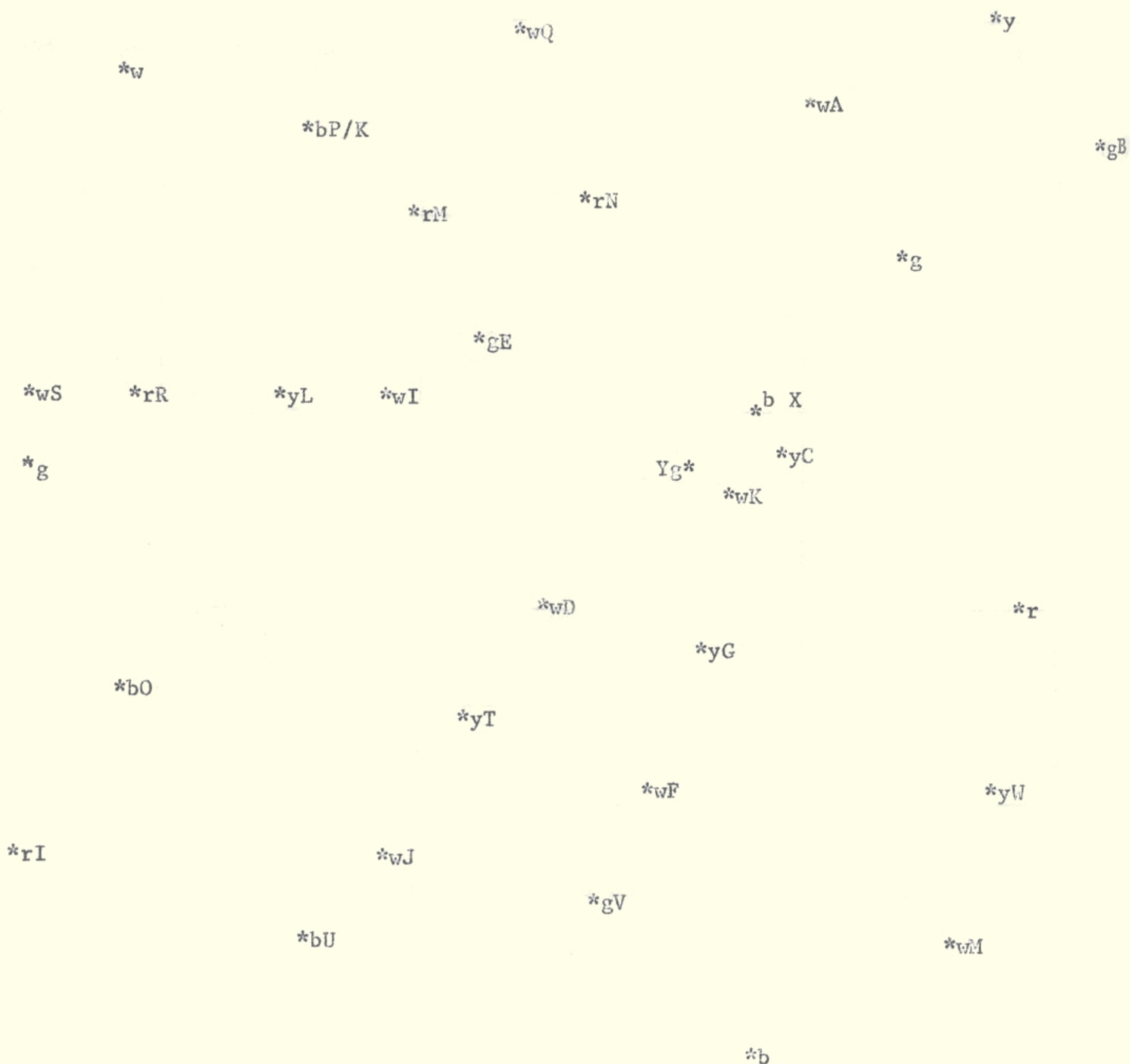
NO.	BRIEF DESCRIPTION	GEOMETRIC SIGN OR ACTION	NUMBERS	KEYS		REMARKS
				LETTERS OR WORDS	GATE SPELL	
1	Pool of dark water with dead tree beside it.	 Traced on tree trunk.	4761315 Recited 2644160	-----	8*	Any 2 keys
2	A hollow tree.	-----	8630419 Recited	RGTTTEAR Recited	6*	Any 1 key
3	A pile of stones	Arrange them in a circle.	-----	HUGEGBT Recited	9*	Any 1 key
4	A cave.	Inscribe on floor. 	9424778 Recited	Invoke "Lothloi"	-----	Any 2 keys
5	A stone circle.	Be there at midnight.	-----	-----	-----	-----
6						
7						
8						
9						
10						
11						

Space is left for extra gate characteristics.

\* = number of energy levels needed to open that particular gate.

THE VOID

When a wizard reaches the void and performs a SEE PORTAL spell, he will see the lights as in the diagram below. The small letters refer to the colour of the light: y = yellow, w = white, b = blue, g = green, r = red. The capital letter beside each portal refers to the dimension to which the portal opens.





There are also bogus lights with no portal attached to them; These may also move about in the void.

The void has various tricks that it might play on the unwary traveller;

1) Bogus Pathways.

The wizard travelling along a path may be confronted with a fork or crossroads. The wrong turning might lead him to some distant dimension, it might disappear under him, leaving him floating in the void to be whisked away at the whim of the referee. It might be another, more roundabout route of arriving at the required dimension or it might lead to the traveller's death or back to where he started from.

2) Dwellers in the Void.

These take many forms and they are all antagonistic to human life (and each other).

a) Doppelgangers: see monster notes.

b) Bogus Travellers: confidence tricksters who might try to convince the wizard that he is going the wrong way or that he will use up all his energy if he carries on etc. They will all try to make the traveller leave the pathway off of which he is at the mercy of the trickster who will drag him down to his own dimension and a grisly fate.

c) Lights: There are two types of light dwelling in the void;

i) A bright spot of light which hangs motionless about 6 feet above a pathway. When a traveller comes near it will send out glowing extensions, almost like pseudopodia, which when they touch the traveller will fuse with him and draw out the life-force from within him. As soon as this is complete (about 10 energy levels per minute subjective time) the pseudopodium disengages and the traveller dies. This light may be destroyed by the touch of iron and steel.

ii) A bright bulb of light which has a dense centre and fades towards the outside. They travel at terrific speeds and swoop down on travellers silently. They can travel throughout the void not necessarily keeping to the paths and if they touch a traveller both he and the bulb of light disappear instantly, never to return. They do, however, have little control over their movement and cannot reverse their direction of movement, thus they can be dodged if they are seen coming but not without a chance of the traveller falling off the pathway.

d) Gulf-gaunts. These are large, pterodactyl-like creatures which glow with an inner light. They will try to kill the traveller or at least knock him into the void. They will fight as normal pterodactyls although magic will have little or no effect on them.

e) Wild Horsemen. These are groups of horsemen who ride about the void on winged steeds and who wear strangely ornate, decorated armour. They are the bandits of the void, robbing and killing the travellers they encounter. They are totally mute, communicate by telepathy and have no faces.

The most common creature encountered on journeys through the void is another traveller. These can be really weird, all shapes and sizes and alignments. They could range from the wizard down the road or a sorcerer from another dimension, to the Valliyries off to collect a few heroes or Zeus popping off to have a quick peep at "Earth", in his infinite wisdom.

3) Illusions.

The traveller may suffer loss of senses, time distortion, schizophrenia, paranoia, all manner of phobias and anything else that the referee can invent.

4) Unwilling Travellers.

In times of great cosmic conjunctions, releases of energy etc. the void may be warped and pulled out of place, stretching like a piece of elastic to impinge upon some dimension or other. Where this happens the fabric of

that dimension is disrupted and energy sources i.e. anything alive may be sucked into the void together with their immediate surroundings. Thus the traveller may come across fleets of ships or floating cities and the like which have been drawn into the void and are so far unable to get out again.

### DIMENSIONS.

In our list of dimensions, along with those of our own invention, we have included some of the dwelling places of the mythical Gods. These are listed below.

Dimension portals take the same form as planar gates but may require more difficult tasks to be performed and/or more energy to be used in order to open them.

#### HELL (B on the example map).

Anyone entering this dimension becomes a demon. His bodily shape will be warped by the forces existing in this dimension but the player can choose, within reason, into what hideous shape his body is warped. The referee can suggest similar forms to those outlined in the referee's notes on demons. For his duration as a demon the character will have an alignment of F7 and should he manage to escape by the method given below his alignment (original) will become two points more evil and one point more chaotic.

As a demon he acts as any other demon and may in fact be given his own attributes as exemplified in the demonology rules and be called to "Earth" to do services, make pacts etc. The referee should decide what the speciality of the player/demon should be by considering which categories the wizard specialized in before he became a demon and his deeds up to his imprisonment in Hell.

If the player/demon is summoned to "Earth" (by another wizard), he will freely travel against the one-way pathway that leads to Hell. He can only be released from his demon state by tricking or persuading an "Earthly" wizard to sell his soul. As soon as the "Earthly" wizard dies the dead wizard's soul is consigned to Hell and the demon will be able to "Earth" in his original body. (Referee's may wish to enlarge upon this concept by keeping demons on the books as they are created and making them available to other players in the same or different campaigns. He may also say that the souls of dead pact-makers replace the soul of the demon when he claims it thus perpetuating demons).

Hell itself is of course hot with streams of molten rock, clouds of sulphur fumes, everlasting fires and surrounded by a physically impenetrable shell of black adamantine. The referee should refer to the relevant biblical texts in order to make a more detailed description of this dimension.

#### PURGATORY

The dimension of Purgatory is forever enshrouded in the dark of night, is a rocky place with no indigenous life-forms. It is, however, inhabited by the undead.

These include all those entities listed under section F of the Monster Characteristics Tables. All undead loathe their bodily forms and are forever trying to escape them. This can be done in only one way, that is, travelling to another dimension and killing an entity with a soul who lives there. If they accomplish this then they earn the right to flee their bodies and become demons, forming their new body out of the molten rock in Hell. From here they can of course try to capture another soul and begin a new life on another dimension, usually taking the body of their victim to live in. It is assumed that the process of passing through Purgatory and Hell are so warping that they will remain alignment F7 in their new existence.

Anything killed by one of the undead, except vampires, automatically become one of the undead themselves, in order to replace the creature which killed it. Undead are free to travel to any dimension determined randomly, except those that are dwelling places of the Gods and can remain there until they are either destroyed or they succeed in their mission. If destroyed they must return to Purgatory and can only return to that dimension if summoned by sacrifices or extremely powerful sorcery.

Vampires are slightly different in that they occur when a member of the undead occupies the body of a creature that it has killed. Vampires when "killed" enter a state of non-being that could last forever if it is not raised by the application of fresh blood from a creature with a soul to the remains or part of the remains of the vampire. The blood enables a new body to be built and for the dormant spirit of the vampire to become active and occupy it.

#### HADES

A dimension wherein exist only ruins. The light is dim and everywhere is grey and colourless. It is inhabited by creature much like the Eloi in H.G.Wells' "The Time Machine". They are small and pale with enlarged eyes, although humanoid. They are vegetarian, eating what little grows there.

They are preyed upon by giant three-headed dog-like creatures.

Below the ground exist, in tunnels, creatures looking like a cross between a troll and a goblin, they feed on fungi and have much hoarded treasure from their own and other dimensions.

The following dimensions are self-explanatory and it is left to the referee to provide the details.

MOUNT OLYMPUS: THE DWELLING PLACE OF THE GREEK GODS.

ASGARD: HOME OF THE NORSE GODS.

VALHALLA: HOME OF THE NORSE HEROES.

MAG MELL: HOME OF THE CELTIC GODS.

Other dimensions could include Nirvana, Heaven, Paradise, homes of the Indian, Red Indian, Persian, Slavonic, Teutonic, Babylonian, Chinese, Japanese, Oceanic, Roman, African, Inca and Aztec Gods. Others could include worlds created by authors in fantasy fiction i.e. anything from Narnia to Middle Earth.

Others could be the pure imagination of the referee. In this case it is suggested that there should be a dominant life-form on the created dimension. This can be totally different to anything encountered on "Earth" having evolved under different physical laws. The referee is warned that the more outlandish he makes a dimension, the more difficult it will be for him to control a campaign taking place there. There will probably be more time wasted in explanation than it is worth.

Remember, however, that the above descriptions are only our ideas, and were not created with reference to any classical literature; in fact they are technically 'wrong', if anything is fantasy can be said to be 'wrong'.

#### ABSENCES

The major absence is the void. Minor absences are extensions of the void. They are either fixed in position or randomly placed to intercept pathways.

They may take the form of blackness, with a pathway, exactly the same as the void or they may be "absences which are present" i.e. they may take some shape or form.

They are usually junctions or distribution points from which lead one or more pathways. Examples of absences are: a series of black pools, stepping into one places the traveller on a pathway to a certain dimension, another dumps him into the void, another locks him in an endless time-loop another takes him back to his starting place, another takes him off to Hell and so on; a series of doors; a number of flights of steps; a series of levers; a series of objects; and so on. The referee can think up endless variations on the theme and where to place these absences.

#### PATHWAYS ACROSS THE VOID.

The only form described so far is the "natural" pathway. However, some pathways have been placed across the void by very powerful sorcerors in days gone by. The older the pathway, the worse condition it is likely to be in, the void attempts to destroy these intrusions all the time. Thus there is a permanent antagonistic force at work on the traveller. Some examples are given below:

<u>PHYSICAL FORM</u>	<u>ANTAGONISTIC FORCE</u>
Stone bridge, 10 feet wide, no sides.	Strong wind.
Ruined stone bridge.	Crumbling masonry.
Stepping stones.	Tend to tip up.
Lines of rope, suspended from above (swing from one to next)	Ropes may break (after breaking, the ropes will be immediately replaced.)

There are infinite variations on this theme.

The map of planes and dimensions (cosmic map) shown earlier is in no way a definitive map. It is merely an example which we think serves to illustrate the optimum number of planes and dimensions. Referees are encouraged to change parts or the whole of the map as their fancy takes them.

As can be seen from the cosmic map, there are planar pathways leading to the void and dimensional pathways leading from the void giving a total number of 24 bridges across the void. Of course, the referee, if he uses our example map may decide to have some planar pathways not connected to some dimension pathways. This would lead to a more varied travels.

The reasons why a wizard should wish to visit another dimension are many and varied. It would usually be to obtain knowledge or advice on some subject. If however, he travels to another dimension or plane in order to bring something back, his problems start...

If the object that he is bringing back is animal, then, as long as the pathways and portals he uses do not require the expenditure of energy levels, he has no extra problem. If, though, he goes against a gradient of 3 energy levels, he will have to expend 6 energy levels, 3 for himself plus 3 for the animal he is bringing back.

Inanimate objects have to be carried and tend to remain in their dimension of creation. In addition to any energy levels that the itinerant wizard has to expend for himself, he has to use 5 energy levels in addition

for each pathway that he travels. In the case of large or heavy objects the energy levels expenditure of the traveller is doubled and each pathway requires an extra 7 energy levels to traverse them successfully.

Crossing the void with an inanimate object from another dimension requires an extra 2 energy levels for every 10 minutes (or part of) subjective time spent in the void or 3 for large objects.

Some objects on the other hand lend themselves readily to inter-dimensional travel. These objects as outlined in the lists of magical items, take no extra energy to carry on such journeys and may in some cases aid the traveller. Players may wish to take note that energy donating objects are especially useful on these voyages. They are also advised to read the next section carefully.

#### ANACHRONISMS DOUBLES AND THE NEGATIVE ZONE

In this, the last section dealing with the actual mechanics of cosmic travel, we must come to the most difficult to grasp and "philosophical" concepts of these rules.

The best way of illustrating the points is by way of an example:-

A wizard has in his service an exceptionally strong fighter named A. What is to stop this wizard going to the myriad planes of his world and bringing back A from each of them, thus creating an army of As? Nothing it seems, as the rules stand, except the difficulty of finding and visiting those planes. However, if a live object from one plane is brought to another plane on which its double exists, both of the creatures will proceed unerringly and as quickly as possible to each other and they will fight until the other one is destroyed. Creatures which are prevented from fulfilling this mission by some means or other will not take nourishment, nor will they perform any service for their captor even if compelled by magic. Thus they will eventually die, both at the same instant in time. If one of the doubles is killed by an external agency the other immediately returns to normal.

Players must also beware of anachronisms. That is, taking objects from one time to another different time e.g. what use is an electric kettle in the 16th century?

Objects that are brought from one plane to another in which there is a duplicate of that object cannot be brought through the gate or portal into that plane.

It is assumed that in this cosmology there is a "mirror-image" all the planes and dimensions that exist, that consist of anti-matter and anti-energy. A wizard, by performing a DEFY ENTROPY spell can blink himself into the negative universe for a time as stipulated by the spell. At the same time, of course, his mirror image from the negative zone appears in the positive universe. While in the mirror universe the wizard can act normally safe in the knowledge that his counterpart is doing exactly the same thing in his universe. He may pick up any non-alive energy/anti-energy producing or absorbing object and bring it back to his universe. There he must perform a DISRUPT SPACE/TIME CONTINUUM spell over the object. This disrupts the governing laws on the object creating around it a bubble of neutrality. This bubble is not entirely opaque and matter can seep through it to increase the energy production by a factor of 20 to 100. Thus a ring donating 3 energy levels to the wearer every hour will now donate from 60 to 300 energy levels per hour depending on a dice throw by the referee. The effectiveness of energy absorbing objects is also increased by a factor of 20 to 100.

If the wizard brings back an object and does not perform this spell on it by the time the DEFY ENTROPY spell wears off or if he brings back one atom of the other universe or leaves one atom of his universe in the mirror-image then the dimensions that he and his negative self are inhabiting at that time are totally, utterly and irrevocably annihilated along with all past, present and future planes. In addition, all pathways across the void are momentarily disrupted, destroying any traveller that happens to be on them at that time and they reappear with different destinations. It is at this moment that the void is most likely to impinge upon other dimensions. This is such an incredibly rare and cataclysmic event that the referee should assume that it will not come about unless someone actually taking part in a campaign causes it. That is he should not devise a test to see whether someone, a non-player character, has caused it to happen somewhere else in the universe. It is also a problem for both referee and players to decide whether enough precautions have been taken to avoid such an event. i.e. it is not simply a matter of making sure that there is no dust on the sole of his shoe, a wizard must make sure that he does not even breathe in a molecule of oxygen, whilst in the mirror universe.

Objects obtained in this fashion only remain in their anti-universes for exactly 24 hours subjective time. After this they simply swap of their own accord and take on their original abilities.

#### ON THE ORIGINS OF MONSTERS

The monsters described as existing on "Earth" would all have required different physical, chemical and biological conditions and laws (Not including magic) to have evolved. Thus it is our theory that these monsters originated in other dimensions and have accidentally found themselves on "Earth" through stumbling through portals and being whisked here from the void.

If this is assumed then other dimensions are likely to be populated by these monsters, in fact some will be the dominant life-form. Thus even humans will be found settled in other dimensions, cosmically shipwrecked by the vagaries of the ever-shifting void. This will save the referee many headaches trying to invent hundreds of new monsters as he can fill up dimensions with monsters already known, but under different conditions.

### ERRATA

Although Volume I was in general correctly printed, there are some errors, due basically to typing errors on our part and mis-reading of my writing. The major errors are corrected below:-

- page 15 - there is no colour in the table, as you may have noticed. However, if you imagine a band of red running from top left to bottom right, you will get the right idea.
- page 18 - there are no such things as godsy or goddessesy, they are merely figments of our printer's imagination.
- page 54 - figures on left of table should read 1 - 10 and 11 - 20 not - 10 and 1 - 20.
- page 56 - As above, but 6 - 10 and 11 - 15.
- page 65 - A colourful interpretation of my handwriting, but it should read "proportion of party armed with BOW." Box rules will appear in volume 64.

