

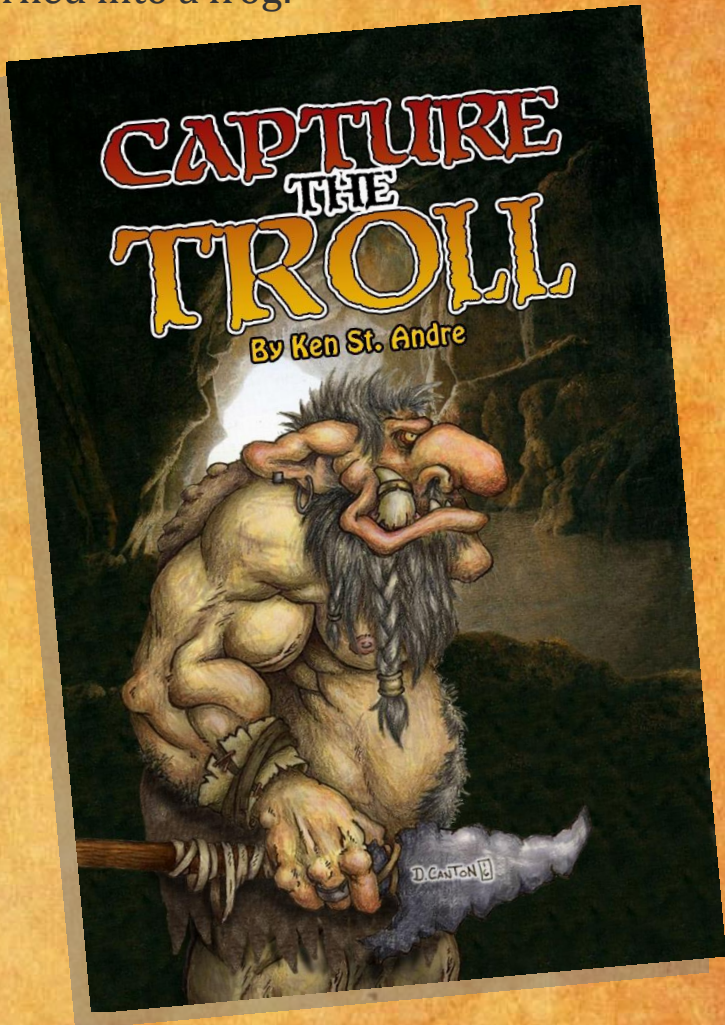
THE FAIRY SPELLBOOK



BY KEN STANDRE

Looking for Adventure??

Here's a challenge for you. Cross a monster-guarded lake, penetrate an immense cavern system, find the legendary fungoid forest, and capture a troll for the menagerie of Mingo the Moneyless. Either that, or be turned into a frog.



THE FAIRY SPELL BOOK

**By
Ken St. Andre**

Illustrated by Nicole Bresner

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Fairy Spell Book

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The Greatest Theft: A Fairy Tale Told by Dragons

In another world, in a time before Time began, the Father of all Dragons, ShangingshingShingingshang created fairies as a pet species for young dragons to play with. He modeled them upon the elves. At that time before Time began, elves and dragons were friends and lived peacefully together.



The elves think that they are the oldest, the best, and the most special of all the Mother's creations. No one does anything better than the elves do it. When the elves saw how delightful the fairies were, they grew jealous, and decided to make little flying pets for

themselves. Since the dragons got their inspiration from elves, it seemed only fair that the elves take their inspiration from dragons, but something small and flying, so dragonflies. What they produced, however, was not cute, lovable fairies, but instead the fierce and savage pixies, insectoid fairies with compound eyes, chitinous exo-skeletons, and all the fierce hunting instincts of dragonflies. The pixies soon proved themselves a menace to every other living being around them. This was not the desired result, so elves exiled the pixies, and developed spells to ward them off.

However, the fairies remained charming and wonderful.

While the dragons slept, the jealous elves stole all the fairies and hid them all in sacks made of spider silk. When the dragons awoke they could not find their fairies. They searched everywhere, but could not find them until Vvvarrr, one of their greatest wizards scryed out the truth in a fragment of fairy wing that she found caught in a spiderweb.

ShangingshingShingingshang confronted Al-El-Al, the oldest of all the elves and demanded the return of their fairies. On behalf of all elves, Al-El-Al refused to give the fairies back. On behalf of all dragons, Shangingshing-Shingingshang swore vengeance. Elves, realizing that they could not long stand in combat with the mighty dragons, fled through gates and portals to many other worlds, including Trollworld. The dragons needed some time to counter the warding spells placed upon

the world-gates by the elves, but they soon succeeded, and followed the thieves. They brought pixies along with them as part of their plan for vengeance.

Here the tale loses track of what happened to elves, dragons, fairies, and pixies on other worlds, but on Trollworld, where time ran differently than it did in the Primal Realm—time passes much faster than it did on Primordia—the elves finally let the fairies out of the bags. Fairies have feared spiders ever since, all of them sharing ancestral memories of their imprisonment in spider silk.

Rescued from their arachnid imprisonment, and seeing no dragons to be their patrons (because of time differentials it was nearly 1000 years in Trollworld time and ten thousand generations of fairies). Fairies saw elves as their rescuers, and because they were made to be pets and companions, they became pets and companions to the elves of Trollworld. The elves told them how they had been captured and stored away to be food for the spiders, and how the elves had rescued them. The fairies saw the elves as their saviors, and that is what they still believe. The oldest elves consistently told the story of the rescue from spiders, and the younger elves grew up believing them until now, more than 100,000 years later, only the dragons know the truth.

When dragons caught up with elves and fairies on Trollworld they tried to explain it to the fairies, but they were not believed. This only made dragons hate



elves even more. This is the cause of the ancient hatred between dragons and elves. Over aeons of time the elves came to believe their own lies, but the dragons remembered that the fairies once belonged to them, and so their hatred of the elven race remains forever.

End



About the Fairy Kindreds

After 100,000 years on Trollworld, and a million generations of fairy life, fairies have evolved and diversified into hundreds of different varieties. Some are as tiny as a woman's finger while others come almost up to knee height. For the most part they appear to be diminutive humans with butterfly wings attached to their back and shoulders. Some have wings that are transparent; others are vividly patterned. They have the pointed ears of elves and also the same vertical slit pupils in their eyes. Their hands have only four fingers, and their feet have only four toes. Their skins may be any color at all: white, blue, green, black, brown, and in some cases even mottled or spotted. They tend to live together in colonies much like bees, but since they are generally larger than insects, each colony consists of a couple dozen fairies.

Perhaps because of their size fairies have never been much for making tools or other artificial items, generally finding whatever they need in nature, but both men and elves seem happy to make items for them: tiny clothing, tiny weapons, and tiny furniture--- anything necessary to civilized people. Fairies usually live close to a protector kindred, usually elves or men, but wild colonies are known to exist in even the most distant wastelands.

Fairies are intensely magical, and of course, their magic works a bit differently from that of any other kindred. Their spells all seem proportioned to their size—they



work small magics on small things for the most part. They often prefer to learn the common human or elven magic, because they say that is less harmful to them.

COST: All magic must be paid for in some fashion. Fairies buy their spells with their luck, and thus they deem it very unlucky to be using their own form of magic, although sometimes they just have to do it. Most fairies are taught their different spells as children, a period of time that lasts only a single year for them. The elves, who study everything around them, are the ones who have recorded some of the fairy spells, and this spell book is taken from the elven library in Shancinar. It is by no means more than a sampling of fairy magic, and may only represent the spells known in that part of the continent, but it seems likely that such spells are unwillingly used by fairies in all parts of Trollworld. What makes fairy magic unlucky is that each spell takes power from the caster's Luck attribute, and does not naturally replenish itself in the way that kremm does for other forms of magic.

Unlike human and elven magic, fairy spells have no particular level of difficulty associated with them, but they do have differing levels of effect measured by how much Luck was consumed in casting them. First level spells cost 1 Luck point; second level spells cost 2 Luck points, and so forth. Once learned, other kindreds may use Fairy magic, but it has the same luck-dampening effect on them. Thus, Fairy magic is generally regarded as harmful and dangerous, because it makes the user unlucky.



The Spell Book

Name: *Wings* (or Magic Wings or Fly)

Description: Causes the target to sprout a set of butterfly wings from the front shoulders and gives that being the ability to carry its own weight in flight. Such wings usually only last 1 day, but duration can be extended if the caster uses more Luck. Two days can be obtained by exhausting 2 points of Luck, and so forth. When the spell wears off, the wings wither and crumble, and cost the wearer 1 point of Con for each day they lasted. They also leave a sore red area of scarred skin on the back between the shoulders.

Name: *Be Like Me*

Description: Causes the target to shrink or grow to the same rough size as the caster. This change in size does not affect any of the other attributes. The effect is permanent unless dispelled. By varying the amount of Luck used to cast the spell, a fairy wizard can shrink or enlarge beings to multiples of his/her own size. Thus if a fairy wanted to be the size of a human, she might expend 10 points of Luck to increase in size by a factor of ten.



Name: *Elfshot*

Description: Causes a grain of sand or a very small pebble to be propelled with incredible violence into any part of a target's body. Does 1 point of damage regardless of armor. Damage may be increased by casting the spell at higher levels, but each point of damage is separate. Elfshot may also damage nonliving items. No matter how sensitive the area struck, each Elfshot does only a single point of damage; example target a man's eye and he will be blinded in that eye, but only lose 1 point of CON. Elfshot that strikes armor will do 1 point of damage to the armor, thus reducing its protective value by 1 point and putting a small hole in the armor/garment or whatever is actually struck.

Name: *Golden Glow*

Description: The spell taps into the life force of the creature upon which it is cast, and causes that creature or being to emit a bright golden aura easily seen in any dark space, but not very visible in sunshine or bright light. The golden glow is bright enough to provide enough light to see by at night or in lightless places. The effect will last until the target dies or it is dispelled by a higher level spell. The CON point is not really gone, but it is constantly being used to provide power for the spell. Golden Glow can be turned into a weapon by casting it at higher levels. Thus if the caster ever threw a Golden Glow spell that would tie up all of the target's CON points at once, the victim would perish in a flash of blinding light and leave a burnt out husk behind.



Cost: Golden Glow taps into the life force of the creature being enchanted. It still costs a fairy 1 luck point to cast it at first level. At second level it costs 2 luck points and is twice as bright by using 2 of the target's CON points. At third level it costs 3 luck points and uses 4 CON points to be 4 times as bright as the original spell. At 4th level 4 luck points and 8 CON points, and the target is really beginning to shine.



Name: *Never Happened*

Description: This spell negates all other Trollworld magic of lower levels, including the spells of other kindreds. It is the most expensive of all Fairy spells since it requires at least 2 Luck points to cast, as the lowest cost spell requires at least 1 Luck point, or point of kremm, or some other attribute in order to cast it.

Cost: at least 1 point higher than the level of spell being negated.

Name: *Stay Alive*

Description: Shifts 1D6 points from a character's attribute (any other attribute) into that same character's Constitution. Casting it at higher levels adds an additional die per point of Luck spent.

Note: the attribute change is permanent, and the depleted attribute does not recover with time. It can only be built up again by level bonuses or other magic. If making the switch causes the other attribute to fall to zero or below, the target will still die.

Name: *Command Critter*

Description: Communicates with and dominates animals that are smaller than the caster, and of INT that is 5 or lower. Relative size is determined by weight of the creatures involved.

Note: the spell will not work on anything with an INT greater than 5—it really does have to be a non-sapient for the spell to work.



Name: *Grow Green*

Description: Will cause the rapid growth of 1 small plant or parts of a larger plant; for example, will cause berries to grow on berry bushes within 5 minutes, or fruit to appear on a fruit tree. Flowers and bushes may double in size. Part of a tree may get larger, but the whole tree will not expand. Check your plant growth goal with the GM to see if she allows it.



Name: *Dazzle*

Description: Causes rapid fluctuation of any artificial light source (i.e. torch, fire, glowing gem, but does not affect sunlight or moonlight) in both intensity and speed with the effect of blinding or disorienting other beings that get caught by the strobe. Victims must make a saving roll on CON at 1 level higher than the Dazzle spell to experience only mild discomfort. Failing the saving roll can result in temporary blindness, nausea, or loss of consciousness.

Name: *Dragonform*

Description: Creates an illusion that the creature under the spell is a dragon of the same size—fairies use it to look like tiny dragons and are then called fairy dragons. The spell does not affect wing size, shape, and color, so it looks like little dragon lizards with fairy wings. When cast upon other creatures it causes an illusion that makes them look like a draconic version of themselves. Like other fairy magic, this spell is permanent unless dispelled by higher level magic and can be something of a curse.



Name: *Chameleon Skin*

Description: Gives the target creature skin that changes color and appearance to match the background. The effect is permanent until dispelled. This can work to provide good camouflage, or it can be something of a curse. The spell does not affect eyes, hair, nails, claws, feathers, or clothing.

Name: *Fairy Speech*

Description: Replaces the target's native language with Fairy Speech, giving him/her the ability to communicate with fairies. Since fairy language sounds like the tinkling of tiny bells and not like words in any conventional sense, consequently fairy speech can be something of a curse for non-fairies. Like other fairy magic, Fairy Speech is permanent unless dispelled by higher level magic.

Name: *Charming*

Description: When cast upon a being with lower Charisma than the caster, it will cause that being to fall into the control of the caster. When cast upon a being with higher Charisma, it will cause that being to hate and wish to slay the caster to the exclusion of everything else for as long as the two principals can see each other. This spell cannot be cast at higher levels. Like other fairy spells, Charming lasts until dispelled by higher level magic.



Name: *Too Cute*

Description: Casts a glamor on the target causing everyone who sees him/her to perceive them as just “too cute”, which causes an immediate revulsion, just like too sweet or too bitter might sicken a person. On first seeing the “too cute” person, every character must make a first level saving roll on CON to avoid vomiting. If a character succumbs to the Too Cute spell and vomits, he/she will vomit every other time they see the too cute person. Casting Too Cute at higher levels requires higher level saving rolls to resist it—i.e. spend 3 Luck points on it, and it takes a level three saving roll on CON to avoid gagging and throwing up. The spell is permanent until dispelled.

Name: *What You See* (is not what you get)

Description: Projects a desired illusion (which must be stated in advance) upon any being of lesser intelligence. It may affect beings with higher intelligence also but they know it is just an illusion. This spell cannot be cast at higher levels and is permanent until dispelled.

Name: *Scents-ibilty*

Description: This spell projects a natural aroma such as a flower, an animal, basically whatever the spell caster was thinking of when the spell was cast. The aroma links to a specific item or location and remains there until dispelled.



Name: *Sure Shot*

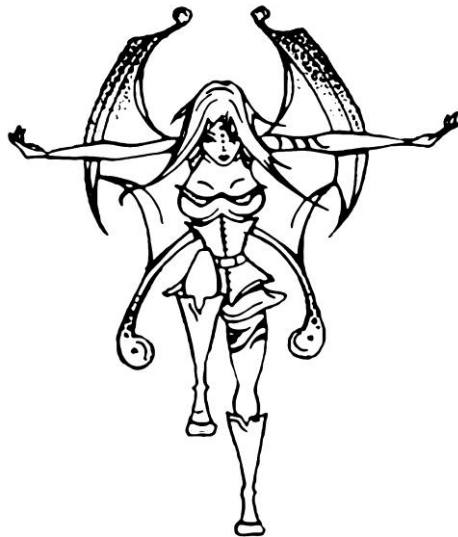
Description: This spell enchants the missile to seek a desired target within range and never miss it. The target cannot be smaller than the missile discharged at it. Fairy weapons are very small, so their reputation for accuracy is exceptional.

Name: *Fairy Time*

Description: When cast upon a living being the spell speeds up that creature by a factor of four. In effect the target gets four actions in a combat round instead of one.

Name: *Ka-choo!*

Description: When cast upon a living being this spell will make that creature sneeze violently. A L2SR on DEX will be required to prevent the target from dropping anything she is carrying. The sneezing will make it impossible for the target to fight for one combat round.



PIXIE MAGIC

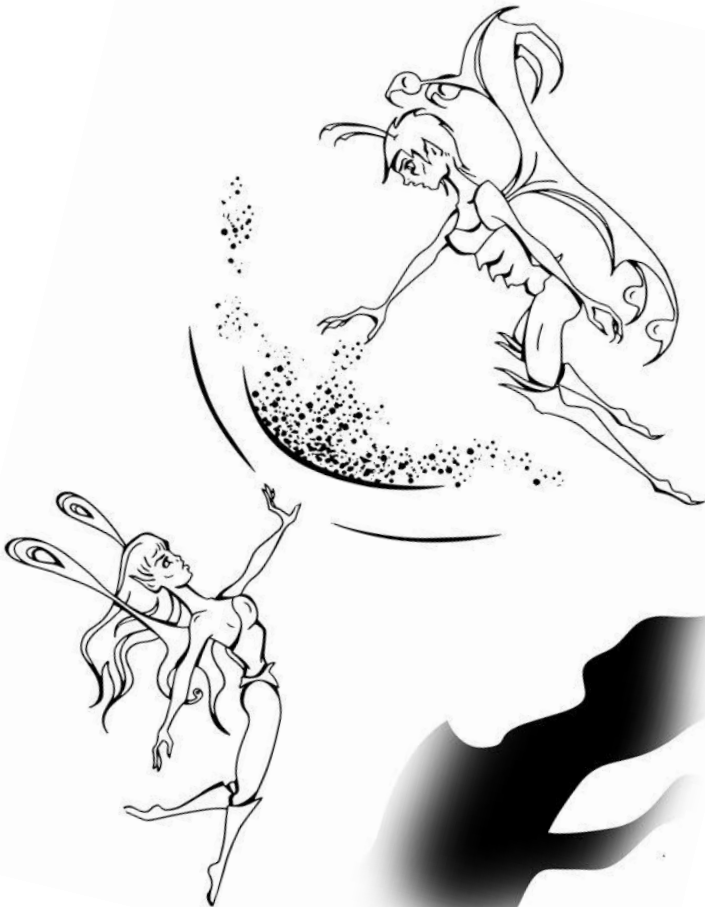
Pixies are often confused with fairies by those who have never encountered them or do not know the difference well. They are the same size as fairies, and are sometimes found in association with Forest Elves or Dark Elves. Fairies were created by dragons; pixies were created by elves. Dragons used butterflies as their base creature, while fairies used dragonflies. Fairies are mostly friendly and gregarious—they may be mischievous, but they are seldom truly evil. Pixies, on the other hand, are mostly predatory and destructive. Their magic reflects their savage approach to life. Pixies and fairies are mortal enemies, and they never get along with each other. I include pixie magic within this book because humans often confuse the two kindreds and blame fairies for enchantments and spells that really come from malevolent pixies.

Pixies are warped copies of fairies. Pixie magic is a warped copy of fairy magic. Fairy magic drains Luck away from the caster, but pixie magic is more insidious than that. Pixie magic is powered by life energy. It drains CON, but not necessarily from the caster. Pixies can leach life energy from other beings simply by touching them, and use that power to cast their spells. Pixie spell casters are often accompanied by “pets” or familiars. The pixies use these servant creatures as the source of the life energy they use to power their spells. It is considered a coup among the pixie poison people to be able to touch another pixie and use his or her life energy instead of one’s own when casting spells, but it



is also a cause of mortal enmity to do so. Each Pixie spell costs 2 points of CON energy, and if the pixie wizard isn't touching some other living being when working the magic, she has to use her own life energy (Constitution).

Pixie magic is all first level magic and can be dispelled by second level or higher magic.



The Spells

Name: *Pixie Pet*

Description: Enslaves another creature to serve as a pixie pet and magical battery of CON for the casting of spells. Although it works on any living thing, it works best on unintelligent venomous creatures—snakes, toads, spiders. Once cast the spell is permanent unless dispelled by higher level magic.

Intelligent creatures may resist this spell by making L2SRs on both INT and WIZ. Making both saving rolls resists the spell completely. Missing one of the saving rolls allows partial enslavement which wears off the next time the enslaved being successfully makes a saving roll on the attribute that she failed on when she was magically turned into a pet.



Name: *Pixie Growth*

Description: The spell will cause a small plant, a rosebush or smaller, to wither and die within an hour. It can make larger plants ill.



Name: *Pixie Web*

Description: Creates a strong ectoplasmic web between any two anchor points such as trees. This is the same as a big spider web, but much stronger. It is sticky and will hold any being caught in it unless the being can make a L1SR on STR. For monsters use $\frac{1}{2}$ the monster rating as the STR rating. Such webs are not vulnerable to fire, but may be dispelled by second level magic or higher.

Name: *Pixie Gloom*

Description: Causes a mist to rise from the ground and obscure the sky, blocking all sunlight within a 10

meter radius of the caster. Pixie gloom is not simply gray—it is pitch black, clammy, and cold.

Name: *Pixie Blast*

Description: The spell projects heavy magical dust at the target in a cloud like a blast of shotgun pellets. The dust will do 2D6 damage, and will negate the ability to fly, either by perforating wings of small creatures or by countering any magical spell used for flight. Larger creatures may resist the spell with a L2SR on WIZ, but must still take the physical damage.

Name: *Pixie Dreams*

Description: The spell creates a frightening illusion based on the greatest fear of the target. It can be resisted with a successful L2SR on INT. The target thinks he sees whatever he or she fears most, and will usually run away. The spell is useful in herding the victims into traps.

Name: *Pixie Roars*

Description: Produces fear inducing sounds like growls and roars. The fear can be resisted with a successful L2SR on INT.

Name: *Pixie Disguise*

Description: Pixies cast this spell on themselves in order to appear to be a fairy instead of a pixie.



Name: *Pixie Brain Drain*

Description: Causes the target to lose 1D6 of INT permanently. The spell may be resisted by a L2SR on WIZ.

Name: *Pixie Weakness*

Description: Causes the target to lose 1D6 of STR permanently. The spell may be resisted by a L2SR on CON.

Name: *Pixie Grace*

Description: Causes the target to lose 1D6 of DEX permanently. The spell may be resisted by a L2SR on LK.

Name: *Pixie Fortune*

Description: Causes the target to lose 1D6 of LK permanently. The spell may be resisted by a L2SR on CHR

Name: *Pixie Beauty*

Description: Causes the target to lose 1D6 of CHR permanently. The spell may be resisted by a L2SR on CON.

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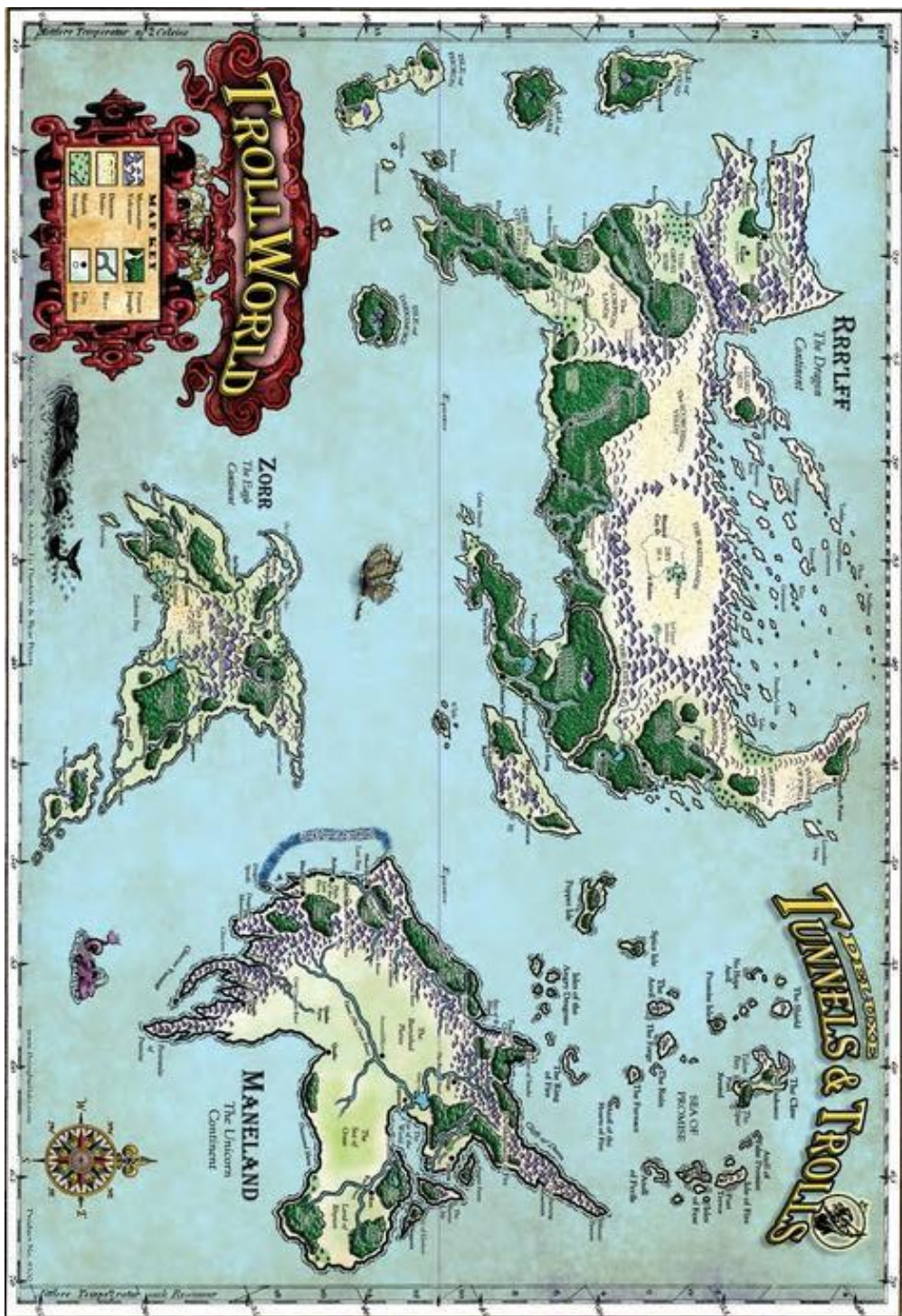


Fairies vs. Pixies

Fairies and pixies don't like each other. In fact, there are very few living creatures that like pixies. Fairies are far more numerous than pixies in Trollworld, chiefly because many races exterminate any group or colony of pixies that they encounter. Although both kindreds trace their ancestry back to insects, pixies are far more insectoid in appearance than fairies. Fairies look very much like small elves with wings. Pixies could easily be mistaken for huge dragonflies until one sees that they have hands and feet and a humanoid head. Fairies have hair. Pixies don't. Both kindreds rely heavily on the use of illusion in their magic, but fairy illusions are often beautiful while pixie illusions are generally terrifying. Because they are universally hated, except by intelligent spiders, pixies live in the most remote parts of Trollworld while fairies often live in the same places as humans and elves.

With this much knowledge of how both fairies and pixies operate, players may feel free to develop their own fairy and pixie spells—these spell books are not meant to be complete compendiums—more like samples of the most common magics—so long as the spells developed follow the general pattern of fairy and pixie magic. End.





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