The Book of Magic Instructions

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WORD AS SPELL
SPELL AS POWER.

THE INFORMATION AGE DOES NOT EXIST.

Obsessively, you press forward out of life as you've come to understand it—into the potent mysteries of the magical beyond. Intuitively, you feel you will be asked to adventure back to discover a new universe where men are still jealous of the power of the word.

You begin to imagine intoxicating personal power! With SPELLCRAFT, you're capable of naming Magic into being ... you're in charge of incantations that pierce the veil between this world and multiple realms beyond.

MAGUS. SAGE. SHAMAN. WIZARD.

Welcome to Valoria! Only a seeker of knowledge, spells and truth could hope to enter this world of wizardly destruction and deception. Only one armed with vast understanding should undertake reconnaissance in these magical Elemental Realms. For only a fated magician may control the connecting locus between the earthly and magical domains.

Accept the quest and your master will teach you potent spells, crafted through the power of the word. Magical names, ingredients and formulas will protect you, but there is just one way to fulfill the quest: You must survive.

THE SPELLCRAFTER IS YOU.

Be prepared. In your world, the ability to create magic has been blocked off for centuries; where technology exists (and Science is wizard), true magic is sacrificed. For that reason, you will be granted an initial apprenticeship. It is merely a window, a glass for glimpsing the four Elemental Colleges of Magic to which you may apply.

Here, lessons are learned and spells created. You will learn that death does not mean to die. With wit and sword you battle enemy Lord Wizards and their duplicitous minions; through the Stone Circle's portals you traverse unknown domains. Earthly allies come forth to help you, but you will find true power only as you find yourself ... alone.

For now, peruse your mentor's manuscripts and these histories set before you. Inhale their wisdom for it is an exquisite perfume. Keep notes and notes and notes and you will become a powerful wizard, able not just to move through—but to create and control worlds.

Go forth. Begin it! Remember, boldness has genius, magic, and power in it.

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BEHOLD, THE MAGIC WILL RETURN!
IT WILL, I SAY, RETURN!
AND WITH A VENGEANCE!
THE TIME IS NOT YET, BUT THE TIME WILL COME.
THE WORLDS ARE CLEFT,
AND THE WOUND MUST BE HEALED.
COMES A HERO, AND THE MAGIC WILL RETURN!
YEA, I SAY, BE WARY OF THOSE WHO WOULD HEAL A WOUND
BY CUTTING IT OUT OF THE BODY.
COMES A HERO AND THE WOUND WILL BE HEALED.
AND THE MAGIC WILL RETURN!

—Ovsnovski, A Collection Of Oracles
(VOL. 2, BOOK 5, CHAPTER 8, VERSE 11)

The Oracle has spoken. The Lord Wizards did heed it with some measured wonder; but, not unlike mortals, they allowed its incontestable meaning to recede against their more immediate concerns of personal greed and power. Only Garwayen, ruling Magister of the Wizard Council, refuses to deny its urgency.

Searching all realms by means of celestial calculations, he has discovered you were born under the same conjunction of stars as he was so many lives ago. You, and you alone, are the only human capable of absorbing his aura; it's an astrological long shot, but he's betting his Robe Of Enablement that the Oracle foretells of you.

The object of SPELLCRAFT is to become a powerful wizard and fulfill the quest given you by Garwayen, your Mentor, who will teach you the basics of magic.

1 UNDERSTANDING HOW THINGS WORK

- For a real insider's glimpse into Valoria, pour over the "Historie of Ancient Magicks."
- For the basics of spell use and construction, read Spelling 101.
- For an overview of all the places you will visit, and hints on what to do in them, read "A Traveler's Companion."
- To learn about your combat options, read "The Challenge of Doing Battle."
- Hints for game play and spell creation are scattered throughout the manual; see also "Tried & True Techniques."
- You will find that we have not given you a specific spell list. Many clues for creating spells are provided during the game itself, and are given only once. You will find that we have been somewhat vague about other facets of the game as well ... SO KEEP THOROUGH NOTES ON EVERYTHING THAT HAPPENS TO YOU.

2 VALORIA'S UNIVERSAL DICTIONARY

ALLIES *People you meet in Terra who can provide you with information and objects. The items they sell you may be expensive; the advice they give you is priceless.*

ASPECT INGREDIENTS *Special items which contain a superabundance of life force; the main component of every spell.*

BATTLE ARENA *Part of a Lord Wizard's domain in which contests of magic are fought to prevent damage to the rest of the domain.*

CONTROL INGREDIENTS *Items, such as Jewels, Candles, Stones and Powders, used in the creation of spells to give each its unique properties.*

DOMAINS *Sub-divisions of Valoria, controlled by the Lord Wizards, where you will fight to gain your power.*

ELEMENTAL COLLEGE *Earth, Air, Fire, and Water are the four known schools of spell organization, the only colleges to which novice wizards may associate themselves. A wizard must pick one of the four Elemental Colleges as the main source of his power.*

LIFE FORCE *Also known as Health, it ebbs and flows throughout the game. Keeping it at a high level is of utmost importance.*

LORD WIZARDS *Both whimsical and obsessed with their own importance, as well as wise, they are the magic wielders who control Valoria.*

MAGIC WORD *Binds Aspect and Ingredient(s) together to form a spell.*

MINIONS *Originally adept mortals, now enslaved by Lord Wizards to out-battle and outwit you.*

OBJECTS OF POWER *Found in Terra and Valoria, they are the ingredients you need for spells, the mystic weapons and the magical words that will assist you in your struggles. In Valoria you must fight for them.*

ORACLE *A prophecy of immeasurable portend. Here, a specific reference which prompts Garwayen to search for you.*

PIXIE DUST *Twinkly effect that stays on your screen during the time it takes for a spell to come into being once it has been cast.*

QUEST *A task given for you to accomplish. Allies in Terra will seek something only you can obtain; in return they will give you something you need, even if it is as mundane as cash.*

TERRA *Refers to the everyday world of the 20th Century. Areas, objects and people in Terra are vitally important to the game.*

TOTEM *Magical emblems associated with the Elemental Colleges, found only in Valoria. A wizard can load a totem with copies of a spell before entering a domain for use in magical combat. (Unlike using other spells, casting spells from a totem will not diminish your life level).*

VALORIA *A complete universe, containing the many domains in which magic works, which has been cloven from Terra.*

OUR HISTORY RECEDES. HOW MUCH MAGIC HAS BEEN FORGOTTEN BECAUSE THERE WERE NO SCRIBES IN THOSE EARLIEST DAYS TO RECORD THE WONDERS REVEALED AND WASTED? A MILLION MIRACLES HAVE BEEN LOST TO US! WORSE, THE CURRENT MASTERS OF THOSE REALMS OF MAGIC GUARD THEIR ARCANE SECRETS CLOSELY, AND WHEN ONE PASSES, ANOTHER PAGE OF HISTORY IS GONE FOREVER!

— Pompeius Lacus, A Historie of Magicks
(VOL. 4, BOOK 15, CHAPTER 25, VERSE 60)

Millennia ago beyond counting, the world was magic and magic was the world. Stone ... tree ... animal ... every part of the Earth was imbued with a portion of the magic. Whether it had always been that way or whether magic arose with the first signs of life on the planet is unknown, and probably unknowable. Magic may be an innate condition of the universe, as are the "laws" of gravity and electro-magnetics (according to Terran scholars), or it may arise when life does.

We simply do not know.

3 OF MEN & WIZARDS

Magic is a most potent inheritance. Maybe magic formed in the original unconscious, rising up only when there was intelligence with which to control it. Perhaps its power was tapped first by dinosaurs—a race whose brain, so small when compared to the body, could not comprehend it. Ancient, half-whispered rumors hint that this inability is what ultimately destroyed them.

But from whence did it come to man? Far more life-altering than the mere acquisition of fire, magic most likely became known to man almost immediately upon his awakening. Life force itself was always a magic man knew best. At first, Cro-Magnon shamans used it to make their hunting more sure; then the great agricultural empires of Egypt, China, Peru and the Mayas used it to make their crops grow high and rich. But alas, absolute power corrupts even magic absolutely—finally, earthly abuse of magic drove it away.

Thus was born Valoria, the place of the Magic Realms. Some few adepts with the Spells of Life followed the magic to these new realms. They still maintained contact with the earthly realm, or "Terra" as it was called in Valoria, in order to force the last of their dwindling powers upon Earth's people in an effort to find the cause of magic's leave-taking. Rather, they succeeded only in sucking dry what little mystery there was left to the place.

How it was decided Life leads to Death: Those mortal wizards of the Aztecs, Romans and Greeks who were left behind were unable to tap the magical Power of Life directly, so they turned their arts to the other, antithetical source of power—Death. The next millennium or so was most unfortunate for the preponderance of human existence until, eventually, Death - with its toll of destruction - proved too expensive a power to invoke. So the dwindling Earth-bound wizards floundered for still another focus of power.

And evermore esoteric magics ... The Celtic druids of Gaul and Britain, led by Merlinus Ambrosius, looked next to the bright force of the stars and the primal resources of the human mind to work their magic. Mighty wizards in Japan, India, Tibet, the American Midwest and Southwest, Southeast Asia, and the Balkans built upon these elemental yet ethereal magics and waxed powerful. European wizards moved from the Old Country to the New and temporarily gained ascendancy as they mixed Occidental and Amerindian folklore and "medicines" together in such places as Salem and the ghost towns of the American West. Science: the harsh discipline. Eventually, even the magics of the stars and psyche revolted against such crass exploitation, and withdrew themselves to Valoria where they were more comfortable. Other magic (whose existence is barely known to us these days) also fled from mankind. Finally, in the Schools of Mechanics and Cosmology, humans found a magic that would not leave them. Left with mere splinters of capability, mortal wizards conjectured the unique and almost mindless ability to replicate effects capable of surviving and thriving within the scientifically methodical grasp of mankind.

4 THE COUNCIL OF THE WISE

Of course, all was not peaceful in Valoria. As Terra's magic wasted into Science, the Realms shuddered with the Lord Wizards' fights for dominion. Fanning the fires—or, actually igniting the spark of warfare to begin with, and then fanning the flames for all they were worth—were the few human wizards who had fled Earth for the Magical Realms. Although originally the four elemental Sages had divided Valoria amongst themselves (due to a shared antagonism toward each other), suddenly these newcomer Wizards wanted to possess parts of that lovely place for themselves!

As we know, The Wars of the Realms are legendary. Suffice it to say here that the wars ended and the realms settled into their present status. Some magics were expelled, along with their practitioners, to places currently unknown. The disciplines of magic that survived each carved out its own domain, keyed by its approach to the Life Force.

Meanwhile: Cooperation. These remaining Wise Mages (the word "Wizard" means Wise Art) formed a Council of the Wise to rule the Realms. One of their number they named as the Magister Wizard to lead their council. Finding they could grow ever more powerful without ravaging the Life Force that bound the Realm together, their cooperative spells became supportive and reinforced Valoria's way of Life.

This did not mean that they could not be destructive. Destruction and death are parts of life, but the mages learned to manipulate their worlds to maintain balance and not cause the permanent wounds that had so devastated the old. They learned to keep disputes and contests as competitions of their own power, not as confrontations to destroy the world around them. Indeed, their use of magic strengthened the Life Force, even as one drew from the other. Magic in Valoria became easier and more powerful with practice.

Throughout this time, the wizards maintained contact with Terra. They gloated as they saw the magic drain away from the earthly realm and seep into their own. On rare occasion - very rare - that seepage brought with it a Terran adept who had managed to enter the Magic Realms on his or her own, or with the assistance of a domain wizard. Mostly these earthly mages were taught a few spells and were made Minions (read "chattel property") of the Lord Wizards. On very, very rare occasion, a Minion would grow powerful enough to challenge a Lord and very, very rarely would unseat the Lord.

A Secret Exchange. Terra, after all, was not completely useless to the Lords of the domains. Despite the dearth of magical energy on the earth, some things in the old world could still be magically potent if brought into the Magic Realms. Through long rituals and no mean expenditure of personal energies, the Council kept up a trade in such things with their earthly contacts, exchanging knowledge for items of potential power.

5 YEAR OF THE GREAT RIFT: 1945

There occurred in the year 1945 (by earthly counting) an occasion that was to change the course of both worlds. The event was one of those chance synchronous occurrences which may not have been chance after all. Despite the brisk trade in fetishes and Aspects—and due to their having seen the destruction humans were wreaking on themselves and their fellows in a worldwide war—Valoria's Council of the Wise decided to close the last channels through which they communicated with the other world. They set about performing a most intricate ritual to sever the two forever.

Ritual destruction: For their part, not knowing that the Council of the Wise even existed—much less that they were trying to slam shut the doorway between worlds—a group of American scientists detonated the first atomic bomb in a New Mexican desert on the day the wizard ritual reached fruition. The synergy of the two events created the fault that haunts us to this day.

The "magics" of the two worlds had caused a universal rift. Nebulous nexus points between the worlds that had been carefully restricted before, now became channels of power. Unseen dams were breaking. This rift between the two worlds began causing uncontrolled leakage of magical power: Terra began to feel the Life Force returning to it (still today and tomorrow its released energies cause rumblings in the bedrock, responsible for our major earthquakes and volcanic eruptions). Likewise in Valoria, the Council of the Wise saw the tiny nexus points they had previously restricted and controlled, grow ever slowly wider. The Life Force powering their Magical Realms was seeping back into the world they hated. Such a situation was—and is—of course, intolerable to the Lords.

These are the worlds we confront today.

AH, TO BE YOUNG AGAIN AND TO ENTER THOSE PRETERNATURAL DOMAINS WITH FRESH EYES! DOES NOT EVERY WIZARD WISH THAT HE COULD START DOWN THE ROAD AGAIN? AH, HOW SAD! WE GET BUT ONE CHOICE! ALAS, WE CANNOT RE-PLAY LIFE!

—Anonymous, Lamentations of a Zulu Shaman
(VOL. 3, BOOK 8, CHAPTER 15, VERSE 24)

As the player of this game, you are the main character in the story. You travel to the various worlds, interact with the people important to your quest, and cast spells in wizardry combat.

Unlike other fantasy games, you have no party members to assist you directly in these combats. Your success depends entirely on your own efforts.

Although the object of SPELLCRAFT is to become a powerful Wizard, you must never forget that the goal your Mentor sets for you is your quest d'étre!

6 HOW YOUR MAGIC WORKS

Magic manipulates and amplifies Life Force to influence the world. Since discovering how to make magic work is the purpose of this game, demystifying its workings for your untutored perceptions is imperative here. Look at it this way: essentially the same concentration, rigor and ideas needed to be a good scientist are necessary to be a good wizard. However, where the scientist discovers natural law, the wizard creates natural law—law that may be directly contrary to the findings of the scientist.

To unleash this magic you must learn to Spell. The magic spell in a wizard's inventory is merely a form of potential energy—magic known but as yet untapped. The spell does not come into existence until the wizard expends part of his own life force to unleash the energy. The more potent the spell, the more life force the wizard must sacrifice to activate it. Always watch your life force level—it cannot be stressed enough—then train yourself to recognize special items known as Aspects, for they contain a superabundance of the life force. By combining these Aspects with Control Ingredients, which give spells their physical attributes when cast, they are transformed into magical objects or energy forms when the proper Magic Word is spoken.

Your first objective is to survive. To fulfill the quest, survive you must. Learn the magic words and formulas that will allow you to create spells. You will need much magic to survive in the Magic Realms.

There are many pitfalls among the Magical Domains. Do not assume that one domain is like any other and that what you are told is necessarily the truth. Your magic spells may not behave consistently from one domain to the next. Thus, it is strongly recommended that you undertake some reconnaissance in each new realm, planning out your campaign for defeating the enemy in advance of your actual meetings.

You will be fighting other wizards and their minions. Your battles will be waged in special battle arenas created to keep the destructive power of magic from disrupting the realms. As you get better with your craft, your exploits will come to the attention of greater opponents. Since you are the challenger, you must face enemy wizards in their domains. You will find that the greatest of your opponents have their own private battle arenas which you must enter to challenge them.

You do have allies in Terra. While you will be alone in your combats in Valoria, earthly allies will help you on Terra. Talk to them as often as you can, for they will give you invaluable advice throughout your quest. They will also provide you with the Aspects, Control Ingredients, weapons, magic items, and occasionally magic words that you will need to create your magics.

Remember, your Life Level measures your life force. Life Level decreases as you cast spells and take damage in combat. Life Level replenishes gradually over time. Magic uses the same life force that keeps you alive. If life force is destroyed, through depletion by spell casting and by excessive damage, you are dead.

7 THE FIVE STAGES OF PROGRESS

Wizards in different stages of development have different abilities; progress occurs in five stages and is tied to the power of the Magic Word the wizard is capable of utilizing.

Beginner: You start this game as a Beginner with a low Life Level recording. You can only tap into your own life force; but fortunately, the spells you will have available do not take great amounts of Life to cast.

Apprentice: Mastering all the first rank words of power and the second rank word of your Elemental College raises you to an apprentice. An apprentice taps into the ambient life force of the inhabitants of the realm he is in. Your Life Level indicator will be higher, though the spells you can cast will take more life to throw.

Journeyman Wizard: A Journeyman, at a minimum, usually knows all of the second rank magic words and the third rank word of his college. As a Journeyman, you can tap into the life force of every domain you have ever been in. Life Level indicators are higher and so is the cost of the spells you throw.

Master Wizard: A Master Wizard knows all of the third rank words of power and at least the fourth rank word of his own college. Because it's now possible to tap into the life force of the Universe(s), the Life Level indicator and cost of the spells increase again.

Lord Wizard: Finally—a master of a his own domain. A Lord Wizard knows all of the words of power possible to him. Being more efficient at tapping into Life Force, his Life Level indicator is at the top, which is just as well because he commands spells that are very costly in life force.

Magistar Wizard: While theoretically no more powerful than a Lord Wizard, this crafty politician often knows some tricks of magic that other wizards do not.

8 CHOOSING A COLLEGE

THE DEBATE CONTINUES: WHICH MAGIC COLLEGE IS THE STRONGEST? IT IS A MISFORTUNE OF OUR CALLING THAT WE CAN SELECT BUT ONE. WHAT WONDERS WE MIGHT DISCOVER IF WE COULD BOND OURSELVES TO ALL ELEMENTS AT ONCE!

—Sir Adolphus Piedmonte, Musings on the Mystic (VOL. 4, BOOK 26, CHAPTER 48, VERSE 72)

Introductory Notes:

The great wizards of today are those who have bonded themselves to the elements: Earth, Air, Fire, and Water. It is your time to choose. Today, your apprenticeship offers college graduation from one of only four, because the rites of binding to the Ethereal and Mind Colleges have been lost.

The Elemental Colleges. These colleges are theoretically exclusive of each other, but in fact there is a great deal of overlap. A wizard, however, must pick one Elemental College as the main source of his power. He will then be able to use all spells of that college (as soon as he learns them) and will still have access to most spells of the other colleges, as long as he pays an extra Aspect cost when creating them. (There are other colleges that have no elemental affiliation and offer no barrier to any wizard learning their spells).

Each Elemental College is believed to have a greater and lesser affinity to two rival Colleges and a direct antagonism to a third. If your college has some degree of affinity to another Elemental College, you may find that most of your spells work in the domains of these colleges. You may also find an elemental domain that is antithetical to your college, and presents a major problem if you employ only your college's magic within that domain.

Remember: Each College of Magic is associated with one type of conjured being, but all conjured beings can be summoned by any wizard who knows the appropriate spells. All conjuration spells are accessible to wizards of any college, though at a greater Aspect cost.

I WILL TRAIN YOU INITIALLY, GRASSHOPPER, IN THE BASICS OF MAGIC, BUT YOU WILL SOON BE ON YOUR OWN. MAGIC IS VERY MUCH TRIAL AND ERROR. YOU WILL LEARN, MY YOUNG FRIEND. YOU WILL LEARN OR I WILL BREAK YOUR FINGERS!

—Lama Pradahursha, Listen To Me, Grasshopper!
(VOL. 4, BOOK 30, CHAPTER 40, VERSE 60)

The Adamantine College of Earth:

The College of Earth Magic deals with the solid realities of the earth. Spells of this college command stone and earth, as well as some of the things that grow upon the earth or can be built from the earth's materials. Spells from this college are especially effective in the Earth Domain, and are generally effective when dealing with the Fire and Water Domains. Many of the spells are ineffective or impossible in the Domain of Air, which cannot bear or sustain them.

The College of Earth Magic has a greater affinity for Fire Magic, a lesser affinity for Water Magic, and an antagonism for Air Magic. The spell mix in the Earth college is very balanced, with several of each type. The Conjuration spell is the easiest to make, but the being is least intelligent. Most Earth Magic spells are of a high level and cannot be learned until the wizard is at least a Journeyman wizard.

The Aeolian College of Air:

The College of Air Magic is a lofty and agile discipline of magic. Lower level spells are very strong from the College of Air Magics, as are both the Personal Modification and Terrain Modifying spells that can be used offensively. The Air college draws upon objects of the atmosphere for its powers. Its Attack and Defense spells are adequate.

The College of Air Magic has a greater affinity for Water Magic, a lesser affinity for Fire Magic, and an antagonism for Earth Magic.

The Luminescent College of Fire:

The College of Fire Magic is a fierce discipline that embraces the principle of destruction. As might be expected, the College of Fire Magic is far better in the attack than the defense. It has the strongest conjured being of all the Elemental Colleges, though it is of a correspondingly high level. This college has an excellent distribution of spells throughout the levels and a couple of very powerful Transformation spells. However, it has few Personal Modification spells.

Spells from The College of Fire work best within areas that support fire, which can be its own Domain, or those of Earth and Air. The Domain of Water negates or hinders many Fire Magic spells. The College of Fire Magic has a greater affinity for Earth Magic, a lesser affinity for Air Magic, and an antagonism for Water Magic.

The Panthallassic College of Water:

The College of Water Magic embraces the enduring and ultimately triumphant attributes of water, which wears away all things.

Terrain Modification spells of this college are of most use outside its domain. The College of Water Magic has adequate attacks and very strong defensive spells. There are several useful Personal Modification spells. Drawing upon water in all forms for its power, the College of Water has a greater affinity for Air Magic, a lesser affinity for Earth Magic, and antagonism to Fire Magic.

In the past, there were many more Magic Colleges, each as potent as the elementals.

Alas, aside from the Colleges of Ethereal and Mind Magics, these other colleges have faded away.

WHO KNOWS WHAT WONDERS WE HAVE LOST!

—Pompeius Lacus, Mystic Encyclopedia
(VOL. 3, BOOK 8, CHAPTER 15, VERSE 20)

Other Colleges:

They are not mere legend—more do exist. Although only the Ethereal and Mind Colleges' spells are well known to wizards in these decadent days, the twinned and constantly competing (and some say elemental) colleges of Death and Life are still rumored to be active, as are the colleges of All-Encompassing Ether, Essential Mind, Motivating Mechanics of the Universe, the Cosmic Source, and High Metaphysics. Other Colleges are still being re-discovered, and their laws slowly being revealed.

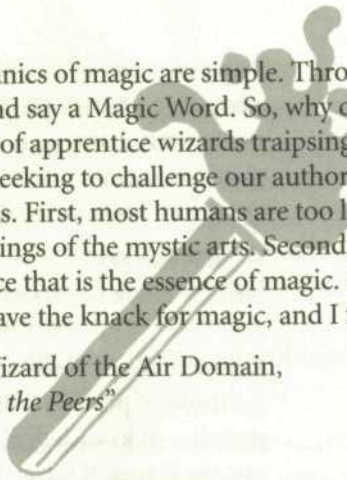
Presented Upon Graduation: The Totem

The totem is a device attuned to an Elemental College that can hold copies of one spell from that college. It is highly

important for use in magical combat, the major advantage being that a spell carried in a totem does not expend your life force when it is cast.

At any one time, you can have as many as four totems, each loaded with a different spell, available to you (Totems other than your own are usually in the possession of a wizard—to get a totem, you will have to defeat a wizard). If you possess the totems of one or more colleges other than your own, you can use them all.

As you acquire more powerful totems, you will be able to fill them with more potent spells. Although you will be able to cast the spells in your totem one at a time, or in rapid succession, a totem can only be recharged with the spell you want by leaving the domain you are in—and it can only hold copies of one chosen spell.



The mechanics of magic are simple. Throw a few items together and say a Magic Word. So, why don't we have thousands of apprentice wizards traipsing around the domains, seeking to challenge our authority? There are two reasons. First, most humans are too lazy to learn the underpinnings of the mystic arts. Second, very few can tap the life force that is the essence of magic. Still, there are a few who have the knack for magic, and I fear them.

— Lord Wizard of the Air Domain,
"Address to the Peers"

Herein lies what must be revealed. Do not be afraid to experiment, but always be prepared for unfortunate results. Magic is very much trial-and-error. You will learn because you will be lit by knowledge and, yes, even fueled by ignorance.

Creating a spell in the magic realms depends upon two things: first, the proper combination of Aspects and Control Ingredients, and second, the Magic Word that turns a seemingly random assemblage into a potent spell.

Magic unleashed is ultimate power! Remember ...
"The spell is me and I am the spell."

9 BEHOLD YOUR WORKSHOP

THE FIRST SENSE THAT DEADENS IN A WIZARD IS SMELL. NOT ONLY DO THE INGREDIENTS YOU GATHER GIVE OFF DISTINCTIVE AROMAS, BUT, WORSE, THE EXPERIMENTS YOU PERFORM LEAVE THEIR ODORIFEROUS RESIDUES BEHIND. YOU WILL SELDOM COME OUT SMELLING LIKE A ROSE.

—Shar Adrazar, The Elements of Alchemical Wizardry
(VOL. 2, BOOK 6, CHAPTER 9, VERSE 12)

Renowned as a place of fetid odors—bursting with the perfume of power—your wizard's workshop is a veritable paradise of knowledge! It is here as beginner, and throughout the stages of wizardly progress, you can create and refurbish your arsenal of spells. To use the facilities of the Workshop, move your wizard to the various areas of the screen described below and select the Workshop function you wish to activate; to return to the Stone Circle, walk your wizard out the right side of the screen.

Mix A Spell

Read Spellbook

Here in your Workshop *you create, replenish, and modify the spells that are the true power in this game. You may also view your personal inventory of items. It is very important for you to understand the various functions in your workshop.*

Look In Mirror

Save/Load Game

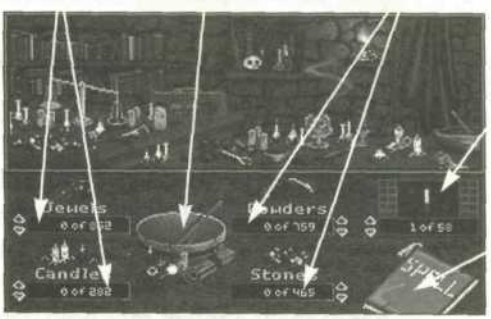
To Stonehenge

Spell Mixing Bench

Ingredient Screen: This screen shows the cabinet that contains all the Aspects and Control Ingredients you have on hand. Move through your available Aspects until you locate the one you want. Selecting the Aspect brings you to the Mixing Bowl screen. Every time you acquire new Aspects and Control Ingredients, they are automatically added to this inventory. Every time you construct a spell, the appropriate Aspects and Control Ingredients are subtracted from the inventory.

Mixing Bowl Screen: You select the number of Aspects and Control Ingredients for a spell from this screen. Each spell needs only one type of Aspect, but you may need to add more than one portion of that Aspect to make the spell work. When you create a spell for the first time, you must add the correct number of Aspects and Control Ingredients to create the basic spell; once a spell is created, you may then modify it by adding additional Control Ingredients (see "Characteristics of the Spell" for more details). Once you have selected the amounts of the ingredients, you move to the next screen by selecting the Spellbook in the lower right corner of the screen.

The Mixing Bowl *screen is where you choose and mix the proper control ingredients with aspects. When you mix a spell correctly, you receive a* Spell Description in *the* Spellbook. *If you mix a spell incorrectly, or add too much of an ingredient, a backfire occurs which can result in a simple loss of ingredients or a personal catastrophe.*



Spellbook Magic Word Screen: The Spellbook lists all of the Magic Words you currently know. You select the right word necessary to activate the spell. If you prepare a spell correctly and choose an appropriate Magic Word, a new spell will come into existence.

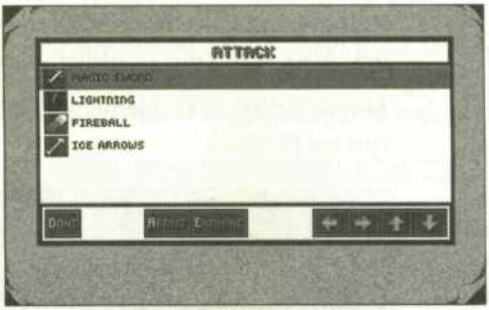
Two things happen after you've tried creating a spell. If the formula is correct and you have a new spell, the Spell Description screen will appear. It gives you important information about the new spell's function, characteristics and elasticity, for example. If you botched a spell, though, you will have to face the possibly catastrophic consequences of a backfire. A backfire may result in the loss of ingredients or being sent to the Death Domain.

Spellbook

The spell book lists all of your spells by type: ATTACK, DEFEND, MODIFY, TRANSFORM, TERRAIN, CONJURE, and TOTEMS if available. Using the arrow keys, or clicking on the arrow icons, will select individual spells. Choosing "About" will bring up a description of the spell, including its elasticity. Choosing "Examine" will bring up a list of all the variations of the spell you have created. Information like the level, ingredients, and number (quantity) is listed for each one. On the bottom is listed your current quantities of Control Ingredients, as well as the number of Aspects, corresponding to that particular spell, that you currently possess. It is here that you name, remove, duplicate or modify your spells. A maximum of 8 variations is allowed for each spell.

Under a particular totem, you will find all the spells and variations available to it, depending on the spells you have in your inventory. Individual totems may only hold spells from the college to which they are attuned; also, the number of spells a totem may hold depends on their potencies. Choose "Make" on the variation with which you want to

charge the totem and it will automatically fill with copies of that spell, at no ingredient or Life Force cost to you. A totem may only hold one type of spell at a time; by charging a totem with a different type of spell, all residual spells in the totem will be deleted. Totems are recharged automatically after leaving a domain. Note: spells in a totem do no expend any of your Life Force when cast.



Your successfully mixed spells appear in the Spellbook *and are grouped by function. By examining a spell type, you will bring up a list of all variations of that spell. You can then duplicate, modify, rename, remove or check the attributes of spell variations. Also, to check ingredient elasticity for modifying spells, recall spell descriptions by selecting "About."*

Mirror: The Mirror reflects your current status as a wizard. It displays a picture of your character and your personal inventories.

Armory: Inventories what weapons, armor and magical items you have available for immediate use. Four things may be listed: the hand weapon you carry, your body armor, your head gear, and an amulet. The most powerful items are automatically equipped. Less powerful items can be sold to your allies.

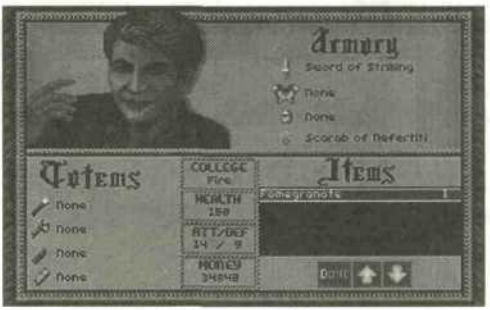
Totems: Lists what totems you have available. Only the most useful totem from each Elemental College will be shown here.

Items: Lists the items in your inventory that you can sell to raise cash. Any quest or cash items you have found are listed here, as are magic weapons you no longer need. All these items may be sold to your allies in Terra to raise money. Scroll through the list with the Up and Down arrows.

Money: Shows how much money you have on hand.

Vital Statistics: Your Health (or Life Force level), attack strength and defense strength are shown as numerical values. Also, your college affiliation is indicated here.

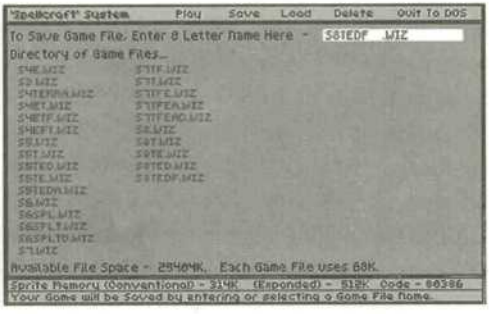
Magic College: The Elemental College of Magic to which you are pledged.



The Mirror *reflects your current status as a wizard. Your character's portrait and general status appears along with the* Armory, *which indicates the most useful weapons or totems you currently carry.* Items *lists any quest or cash items you've found plus weapons you no longer need, which are all salable.*

Treasure Chest

This location creates a screen of computer function choices such as: 1) Play: Gets you back to the workshop. 2) Save: Lets you save your current position in the game (Use this option when you think you are about to try something that could prove extremely fatal). 3) Load: Takes you out of the game you are in and lets you load in a previously saved game. 4) Delete: Allows you to delete a previously saved game. 5) Quit to DOS: Takes you out of the game and back to the computer prompt. You will be asked if you want to save the game before you leave.



The Treasure Chest *brings up the menu for computer functions such as* Play, Save, Load, Delete *and* Quit to DOS. *Executing the* Save, Load *or* Delete *functions will bring up a list of previously saved games.*

10 SPELL INGREDIENTS & THE MAGIC WORD

The Recipe: How You Create A Spell

It's a simple formula: Aspect Ingredient, a combination of Control Ingredients (Powders, Stones, Candles, Jewels), and a Magic Word. The proper combination of aspect and control ingredients with the right magic word is all-important, especially when the spells get more powerful—and more complex. If all the ingredients of the formula are present in the amounts called for when the magic word is invoked, then the spell is created. If there are too many or too few ingredients, then the spell will not be created and a nasty backfire can occur. In general, the higher powered the spell, the more ingredients it requires.

Example Recipe: 2A+6C+9J+15P.	
2"A"	(for *A*spect)
6"C"	(for *C*andles)
9"J"	(for *J*ewels)
+15"P"	(for *P*owders)
+Magic Word	(from the appropriate rank and college)
=	Completed Spell

Know that there are two limitations to spell creation: 1) some spells associated with a Magic College can be made only by an adept of that College, and 2) a given spell has a maximum limit of eight variations, although a wizard can make numerous copies of each variation. These variations are differentiated from one another by the quantity of ingredients used in the mixture and/or by the magic word used to create them.

You will find many clues in Valoria and Terra about spells. Often this information is incomplete, but several sources may provide all you need know to make a spell correctly.

THERE ARE ITEMS TO BE FOUND IN THE WORLD THAT HAVE GREAT MYSTIC POWERS. THESE ITEMS, THOUGH, MASK THEIR IDENTITIES AS PROSAIC TRIFLES SO THE UNTUTORED WILL NOT ACCIDENTALLY COMBINE THEM AND CREATE A SPELL.

—Shar Adrazar, The Elements of Alchemical Wizardry (VOL. 4, BOOK 16, CHAPTER 28, VERSE 40)

Aspects

The most important ingredient in any formula, the Aspect defines what the spell is going to be; it is always the first ingredient added. You'll discover that each Aspect in Terra or the Domains appears as a commonplace object; this is the item you purchase or find during the game. This object takes on its true Aspect nature only in your Workshop. Thus, the first magical ingredient you encounter in the game has the appearance of a knife, but in your Workshop it takes on the Aspect of Friendship. The Aspect's name will often hint as to the effects of the spells it will create. You will need one to five portions of an Aspect to create a spell; using too many Aspects in a spell can result in an overload of the spell's magical potential, with terrible consequences.

The aspiring wizard should be aware that most Aspects can be used for two or more spells, often of different Colleges. You will use between one and four Aspects to create spells of your own Elemental College and the Ethereal and Mind Colleges. The same Aspect used by one college may create a spell with a completely different nature when used in another college.

Some spells tied to certain Elemental Colleges, however, can never be cast by members of a different College. Therefore, you may never find a use for some Aspects you gather, though a wizard of a another College might find them absolutely essential (you can always sell Aspects you can't use).

The amount of an Aspect you use determines the Potency Level of the spell. The following rule holds true for spells in your own elemental College, or the Colleges of Mind and Ether: for a Potency Level One spell, you use one Aspect; for Potency Level Two spells, you use two Aspects; for Potency Level Three spells, three Aspects; and, for Potency Level Four spells, four Aspects (for spells of other elemental Colleges, add one extra Aspect). Aspects, however, do not determine potency levels alone—the use of a Magic Word is equally important.

Also, in order to create a spell associated with a different Elemental College to which you are not a bonded adept, you must add one extra Aspect to the mix. For example, as an adept of the Fire College, you would have to use two Aspects to create a Aspect Potency Level One spell of the Earth, Air, or Water Colleges.

Control Ingredients

Candles, Jewels, Powders, and Stones. While the Aspect defines the basic nature of a spell, these control ingredients define the common characteristics of all spells: movement rate, attack and defense abilities, and duration, for example (see "Spell Characteristics" for a detailed breakdown).

Control Ingredients are used in all spells and may be found in much greater supply than Aspects. This is just as well, since one high-powered spell can use as many as a hundred control ingredients or more. Although many spells use the same formulas, they are differentiated by the

order in which control ingredients are added. The higher the Potency Level of a spell, the more control ingredients you must add. It is possible to increase the power of a known spell by adding extra control ingredients to the base formula, and even by adding control ingredients that are not called for.

THE WORD ENABLES ALL. INGREDIENTS WITHOUT THE WORD ARE INERT. THE WORD WHICH TAPS THE LIFE FORCE OF THE COLLEGE BREATHS LIFE INTO THE INGREDIENTS. YEA, I SAY, WITHOUT THE WORD THERE IS NO MAGIC.

—Shar Adrazar, The Elements of Alchemical Wizardry (VOL. 3, BOOK 11, CHAPTER 19, VERSE 27)

The Magic Word

Know the words! One of your first tasks as a wizard-in-training is to find the words you need to create spells. Each college has one magic word for each Potency Level of its spells; most colleges have four words (the Mind College has only three words because its spells are so powerful). You will be able to learn all the magic words of all colleges, no matter which Elemental College you initially bond yourself to.

In a very few cases, all one need do is change an Aspect and Magic Word to have two spells with exactly the same formula. Spells often use the same formula (e.g. 2A + 6 + 9 + 15). What differentiates spells are: 1) the Aspect used, 2) the Magic Word, and 3) the position of control ingredients within the formula.

The current wizards, all of whom are jealous of their positions, keep this and other knowledge close to their breasts, but other aspirants before you have left most of the words here and there, either with friends in Terra and/or hidden in the Magic Domains. To become a master wizard ... you are going to have to find them.

SEEK THE WORD!

—Shar Adrazar, Advanced Magical Alchemy
(VOL. 2, BOOK 5, CHAPTER 7, VERSE 9)

11 CHARACTERISTICS OF THE SPELL

FOR A SPELL IS LIKE AND OFTEN IS A LIVING THING. IT HAS ITS STRENGTHS AND WEAKNESSES ... IT COMES AND GOES ... IT HAS A PURPOSE TO ITS EXISTENCE.

—Reputed to the Hittite Nur Ashbanibar;
see Frasier's Iconographs
(VOL. 4, BOOK 30, CHAPTER 50, VERSE 80)

Eleven Spell Characteristics

Aspects and control ingredients can influence your spells in the following ways:

Appearance
Stones affect the time it takes a spell to appear once it's cast.

Attack Ability
Candles affect the combat strength of a spell to attack its target. Of course, many spells do not need any attack ability.

Cast Radius
Jewels control the distance away from the caster the spell can be targeted. A glowing disk, which may appear next to your wizard when you cast a spell, is used to locate the spell on the battlefield. The disk turns red when you reach the outer limits of your cast radius.

Damage Done
Candles control how much the spell reduces the target's initial life force level.

Defense Ability
Stones determine the spell's ability to avoid taking damage from another spell or some other attack.

Durability
Stones control the spell's ability to absorb damage and keep going.

Duration
Powders control the time a spell will remain active after it has been cast; they do not necessarily affect special duration spells.

Intelligence
Jewels affect the innate intelligence of a spell. Intelligence determines not only how "smart" the spell is when moving across the play field but also how effective it is at selecting or seeking out a target. A highly intelligent spell or conjured being will avoid obstacles, intercept spells and pick the shortest path to its target.

Special Duration
The durations of special duration spells (some personal modifier, transformation, attack and defense spells) are extended by extra candles. Individual spell descriptions will indicate whether candles will produce this effect.

Speed
Jewels determine how fast a spell moves around the domain once it has become manifest (i.e. - once the pixie dust has settled). Some spells travel to the target before they become manifest; others become manifest and then move towards a target.

Targeting Type
This is part of the innate nature of the spell, and is determined by the Aspect used to create the spell. The method a spell uses to find its target varies; the chapter on "Magical Combat" explains targeting types in detail.

Variations in Spell Construction

Extra ingredients can make a spell faster, more damaging, quicker to appear, and hardier. There is a trade off, however. Adding too much of an extra ingredient may have a negative effect on one of the spell's other characteristics.

Also, there is an innate limit to how much extra of each Control Ingredient you can add to a spell. This limitation is known as the spell's elasticity; spells may have different elasticities for different ingredients. You will need to experiment to find the actual limits, but adding too much of an ingredient can be deadly to the caster.

In the Spellbook's description of a spell, you'll find an indication of its elasticities for adding extra control ingredients; elasticity ratings pertain to individual ingredients specifically. If a spell has a "Limited" elasticity for candles, then a maximum of five or fewer extra candles can be added; "Average" means six to eight of a specific ingredient can be added; "Good" means you can add nine to ten; and "Excellent" means eleven or more of a certain ingredient may be added.

Potency level determines the number of extra ingredients that may be added when a combination of elasticities, for a particular ingredient, exists. For example, an elasticity rating of "Limited to Good," regarding powders, allows for five or fewer extra powders at lower potency levels; nine to ten extra powders may be added, however, at higher potencies.

Elasticity:	Maximum Extra Ingredients
Limited:	5 or fewer
Average:	6 – 8
Good:	9 – 10
Excellent:	11 or more

Increasing one ingredient to gain an increase in a spell characteristic can also decrease another characteristic of the spell. The following chart points out these variations:

Control Ingredients and Their Effect on Spells

Candles	Influence the spell's chance of striking a target and doing damage; decrease speed.
Jewels	Influence movement rate, cast radius (how far from the caster the spell may be placed), and intelligence (spell's path selection and number of targets it may acquire); do not decrease any characteristics.
Powders	Influence the time a spell exists; decrease attack ability
Stones	Influence the durability of a spell; decrease duration

EVEN IF YOUR BASE SPELL DOES NOT REQUIRE A CONTROL INGREDIENT, TRY TO MAKE A VARIATION OF THE SPELL WITH THAT INGREDIENT. ONCE YOU KNOW A SPELL, YOU CAN DO ALL SORTS OF WONDERFUL THINGS!

—Shar Adrazar, Advanced Magical Alchemy
(VOL. 4, BOOK 16, CHAPTER 32, VERSE 64)

When Creating Spells, Remember:

Using the right formula, but the wrong Aspect and/or Magic Word can give you an entirely different spell. Alternately, it can cause a backfire that can kill you.

Using the wrong number of ingredients, or ingredients not called for in the formula, can result in simple failure, a different spell entirely, or a deadly backfire.

Adding the maximum amount of Control Ingredients will not always create the most useful spell variation. For example, adding too many powders, in order to make a spell exist longer, may result in a spell that is too weak to attack an enemy.

You can have up to eight variations of a spell (including variations made by using Magic Words of higher rank) in your inventory. If you wish to make more variations, you will have to delete one or more of the variations from your Spellbook. Since you do not recover ingredients when you toss out a spell from your inventory, you may want to use all your copies of a spell variation when in combat; otherwise, you'll just lose all the ingredients you used to make the spell.

PRACTICE, PRACTICE, PRACTICE! ALTER THE COMPOSITION OF YOUR INGREDIENTS ... TRY NEW ASPECTS, NEW WORDS. NEVER STOP LEARNING! MAGIC IS SIMPLE ... SORT OF!

—Lama Pradahursha, Listen To Me, Grasshopper!
(VOL. 3, BOOK 8, CHAPTER 18, VERSE 30)

Spell Potency Levels

Every spell begins at one of four base Potency Levels—each one more powerful and dramatic than that which

came before. In the first stages of SPELLCRAFT, your mentor will teach you about Aspects and give you a few magic words of the First Rank, which create low-level spells. As you progress throughout the game, you will learn that more powerful words create greater spell effects. Use these higher rank words to create more potent spells and to increase the effects of lower potency spells.

A Potency Level One spell is initially created by a Magic Word of the First Rank. Once you learn the Second Rank or higher Magic Word of a college, you can use it to increase the power of the Potency Level One spell. You do not need to add more Aspects or control ingredients when using a higher rank Magic Word. The Magic Word itself makes the spell more potent. However, you may add extra control ingredients if you wish to further modify the spell and make it even more powerful. (Specifics on that in "Characteristics of the Spell").

The following chart shows how Magic Word Ranks and spell Potency Levels interact:

Magic Word	Potency Level of Spell
First Rank	Creates Potency Level One spells only.
Second Rank	Creates Potency Level Two spells; raises Potency Level One spells to Potency Level Two.
Third Rank	Creates Potency Level Three spells; raises Potency Level One and Two spells to Potency Level Three.
Fourth Rank	Creates Potency Level Four spells; raises Potency Level One, Two and Three spells to Potency Level Four.

Potency Level One Spells: These spells are the first you will learn. They are basic to your early survival ... and they are not numerous. While they are the least powerful of spells, they are the easiest to formulate and least expensive to cast. They will appear almost immediately upon being invoked. They can be made more powerful by the use of a higher rank Magic Word of the same college. Requiring one Aspect (two for a spell that belongs to an Elemental College other than your own), these spells may have one, two, or three control ingredients in their formulas. They use a total of 4 to 10 ingredients per spell.

Potency Level Two Spells: These spells are more numerous and have more dramatic effects. They require more ingredients to prepare and use more life force when cast. Again, using higher rank Magic Words, these spells can be made very powerful. Requiring two Aspects (three for a spell that belongs to an Elemental College other than your own), these spells always use three control ingredients in their formulas. They use from 20 to 30 total ingredients per spell.

Potency Level Three Spells: These spells are about as numerous as Level Two spells. They are expensive to create and cast, but their effects are usually spectacular. They, too, can be made more powerful with Fourth Rank magic words. Requiring three Aspects (four for a spell that belongs to an Elemental College other than your own), these spells always use three control ingredients in their formulas. They use up to 80 total ingredients per spell.

Potency Level Four Spells: These spells are relatively rare. They are the most expensive to create and cast, but they have awesome effects when they appear. There is no way to enhance them with Magic Words, but this is hardly necessary considering their initial power level. However, they may be enhanced by extra Control Ingredients. Requiring four Aspects (five for a spell that belongs to an Elemental

College other than your own), these spells always use three control ingredients in their formulas. They require well over 80 ingredients total per spell.

Remember: As stated above, you can create a higher Potency Level spell simply by using a higher rank Magic Word of the appropriate Magic College. All the spell's characteristics are then increased without having to add more ingredients or Aspects. Among other effects, creating a higher level spell improves its speed, intelligence, targeting and combat ability. In addition to raising the Potency Level of a spell via higher rank Magic Words, you can further enhance it by adding extra ingredients. Read on ...

Learn well the flexibility of your magic. Think not that because you have created a spell there is naught more to be done with it. The great sages know the power of the word.

LO, HOW THE LOWLY WILL BE ELEVATED BY THE WORD!

—Shar Adrazar, The Elements of Alchemical Wizardry (VOL. 1, BOOK 2, CHAPTER 3, VERSE 4)

Spelling *Notes*

Spells cannot be created during combat, so the aspiring wizard must prepare spells in the seclusion of his Workshop before entering a domain for combat.

Fortunately, an assembled spell will last until it is cast. There is no danger of holding prepared spells too long; they will not spoil or lose their potency.

Once assembled, spells take up virtually no room, so a wizard may carry about as many spells as he can assemble from the ingredients in his Workshop.

12 SPELL USE & MAINTENANCE

ALAS, YOU WILL FIND CONSTERNATION RAMPANT WHEN YOU START TO DISCUSS THE FUNCTIONS OF MAGIC, AND THE ASSIGNING OF SPELLS THERETO.WHAT I CALL A LANDSCAPE MODIFIER SPELL, YOU MAY LABEL A COMBAT SPELL. TO ME YOUR DEFENSIVE SPELL IS OFFENSIVE!WHAT A SPELL DOES IS MORE IMPORTANT THAN HOW WE LABEL IT.

—Pompeius Lacus, A Historie of Magicks
(VOL. 1, BOOK 3, CHAPTER 5)

Learn the ways of casting, apprentice. Know that to cast a spell, you must be in a domain—and these are the various ways to make magic appear in these domains:

Once you are in a domain, go to the top line of the Spell Selection Menu and select the Spell Function (Attack, Defense, Personal Modification, Terrain Modification, Transformation or Conjuration) of the spell you want to cast. You can also select a totem from this top line.

Next, go to the second line and select the individual spell within that function. This can be done by toggling among all the spells or selecting the related icon from the display below. When you select the spell, all the variations of that spell are listed below it.

Finally, just select the variation you want to cast, and the spell begins.

Spell Functions

The main use of a spell's function is for selecting spells from the Spell Selection Menu in combat. For purposes of classification, the Council of the Wise has divided spells into six functions. Some spells can be said to embody more than one function, but most are clearly just one of the following functions. However, it is sometimes very murky why a particular spell might better be called an Attack spell rather than a Terrain Modification spell.

Remember that it's sometimes political—the Lord Wizards can be quite obsessed with their own importance.

Attack Spells: These spells move to strike and destroy a target. The wizard casts the spell, which then seeks out an enemy. Some spells are directly targeted by the wizard; others seek targets of opportunity. Some attack once and are gone; others are persistent and will continue to attack for as long as they exist. Some affect only one target, some affect a certain area within the domain, and some are global in their effects. All have the basic mission of destroying a target.

Defense Spells: These spells come in two types: Passive or Destructive. Passive spells stop the effects of offensive spells by either deflecting or absorbing them; Destructive spells actively seek out incoming enemy spells before they can take affect against the caster.

Personal Modification Spells: These spells come in three types: Enhancements, Perceptions, and Replenishments.
1) Enhancements add to the personal abilities of the caster. With these spells the user can fly, breathe water, cure ailments, and otherwise experience a variety of improvements to his, or his previously cast spells' abilities. When you cast an enhancement spell, you assign it to your wizard or to one of your Active Spells or Conjured Beings by toggling through them and selecting the target of the spell.
2) Perceptions allow the user to find hidden things.
3) Replenishments let the user reinforce and replace what he already has.

Terrain Modification Spells: These spells are used to modify terrain of the Domains. With these spells you can change the features of the battlefield to make it more to your liking. (Keep in mind, though, that these are temporary effects). A Terrain Modification spell can be a very effective defense or attack spell, depending on its form and use.

Transformation Spells: There are two forms of transformation spells—they are both very powerful spells and can be deadly. One type changes the form of the target into something else, such as turning an orc into a toad; the other transforms the condition of an object, such as turning an orc into a being of fire. Once some targets have been transformed, they may come under the control of the transformer. This becomes obvious when they turn around and attack their allies. Transformation spells have a set duration. Once the time has passed, the transformation goes away and the transformed target, if it is still alive, is restored to the shape or condition and loyalty it was in before the change.

Conjuration Spells: These spells summon other beings from their homes outside the domain's battle area to help the caster. The summoned beings come in different degrees of power and intelligence. Some of the more powerful beings can even use spells or have other powers, and they are completely loyal to their summoner. However, you must watch over the beings you have called. For example, if they must fly to succeed in their mission, then the you must provide them with flight—if they have taken damage from combat, then it's up to you to heal them.

LEARN THE WAYS OF CASTING, APPRENTICE. KNOW THAT THERE ARE VARIOUS WAYS TO MAKE MAGIC APPEAR IN THE DOMAINS.

—Lama Pradahursha, Listen To Me, Grasshopper!
(VOL. 2, BOOK 6, CHAPTER 8, VERSE 12)

Effects of Domains on Spells

As stated in the beginning paragraph, the environment of a domain can influence what a spell can do. Some spells are modified by their surroundings—others simply do not work in some domains. For the most part, this is just an exercise in logic; for example, fire-based spells can't be expected to be very effective in the Domain of Water. Also, if you are in a non-elemental realm, its natural laws could have terrible effects on the spells in your inventory.

Alternately, some domains can be modified by spells. Some Defense spells replace terrain, Attack spells damage or destroy terrain features, and Terrain Modification spells add or remove terrain features. Trees can burn down, winter can descend on a domain, rivers can be created and destroyed, and so forth. Terrain Modification Spells have a semi-permanent effect, in that once they have expired, they are replaced by flat terrain, instead of Terrain present before. However, no spell has a truly permanent effect. The domains are very sturdy. If you modify a domain's terrain and leave, expect to find it the way it was before you touched it when you return to it.

ALWAYS KNOW HOW MANY SPELLS YOU HAVE ON HAND. I LOST MY LORDSHIP OF THE FIRE DOMAIN TO THAT UPSTART BECAUSE I WAS CARELESS. FORTUNATELY, I SURVIVED, AND CAN NOW RELATE MY MISTAKES TO YOU YOUNG APPRENTICES.

—Sir Adolphus Piedmonte, Musings on the Mystic (VOL. 1, BOOK 1, CHAPTER 2, VERSE 3)

Spell Maintenance

Always know how many spells you have on hand. You'll find Spell Charts included with this game that have been partially filled in; they are handy play aids for 1) helping you puzzle out spell formulas and, 2) letting you keep track of your known basic spell formulas and the modifications you have done to them. Just enter the spell Name, Magic Word, Aspect, and Formula in the appropriate boxes and you'll have a handy spell list to consult when creating or modifying a new spell in your Workshop.

How To Duplicate Spells: You can always make more copies of a spell that you already know, as long as you have the right ingredients. Simply by using the Spellbook Menu in the Workshop, you can choose any spell to copy and your ingredients (if you have enough) will automatically be depleted to make up the spells.

How To Name Spell Variations: The first time you create a spell, you will be given its name. When you make an enhanced spell, meaning a variation of a base formula spell, you may give it a new name. Otherwise, it will be listed as "unnamed" and assigned a number.

How To Inventory: The whole contents of your personal inventory, as well as your supply of ingredients, can be viewed in your Spellbook and Mirror when you are in your Workshop (see "Behold Your Workshop").

The Spellbook menu in the Workshop gives you the spells you have available. Check this every time you are in the Workshop; otherwise you might be caught unawares without a full complement of spells. The Armory/Item Inventory in the Mirror shows the most potent weapons, charms, and totems you have ready to use. (The game has been designed so that you never have to worry about juggling items to find out which is the most effective). Things that are no longer useful are listed as items and may be sold to raise cash for your travels

When you are in Terra, salable items in your Inventory are shown whenever you wish to buy or sell something. When involved in combat in the Magical Domains, the sidebar spell display indicates spells in your possession; you will have ready access to all the prepared spells you currently possess.

How To Power A Spell: Every time you use a spell you are giving it power by tapping your own life force. If a spell needs more life force than you have available, the spell will not be cast. When you select a spell to cast, the light part of the Life Level bar indicates how much of your life force you will use when it is cast. High-powered spells take enormous amounts of energy; constant use of spells will drain you away until there is almost nothing left. A combat situation also taps your life force because any damage you take is subtracted from it. Although casting alone won't kill you, if your life force level is very low and something attacks you, you will be hard pressed to survive. Thus, both combat damage and spell-casting together can kill you if you do not allow enough time for life force to build back up again (See "Physical Combat" and "Magical Combat" sections).

Pixie Dust: Pixie Dust is a twinkly screen effect seen during the time it takes for a newly cast spell to appear, mature and take effect. If the spell must go to a location to take effect, the Pixie Dust moves to where you indicate. For some spells, Pixie Dust is the only evidence that a spell is taking place. When the pixie dust goes away, the spell has taken effect.

Totems: You can carry a limited number of a spell in each totem. Casting a spell from a totem is the same as casting a spell in your inventory. However, the spells in a totem do not tap your Life Force. Spells in a totem are automatically recharged when you leave the arena.

FROM MUNDANE TO MAGICAL, WITH A TRAVELER'S UNIVERSE BETWEEN! I AM WONT TO QUOTH THE TERRAN WIZARD WHO SAYETH, 'FORTUNE IS A PRIZE TO BE WON. ADVENTURE IS THE ROAD TO IT. CHANCE IS WHAT MAY LURK IN THE SHADOWS BY THE ROADSIDE.'

—Lord Wizard of the Earth Domain,
Elemental College Address

Out of the hearth and into the Fire. For the purposes of this game, the universe includes both Terra—where you come from—and the Magic Realms with the domains that will be your battleground. These diverse continuums are connected by the Circle Of Stones where you start the game.

A good apprentice learns on his feet, and you will find you'll need them both to take you to all manner and ends of both universes. Here, within A Traveler's Companion, find everything you'll need to successfully search out worlds, meet friends, and gain means—be they the financial means or the actual means for wizardly circumvention.

From the first step onward, Valoria could be yours!

13 PORT OF ENTRY: THE CIRCLE OF STONES

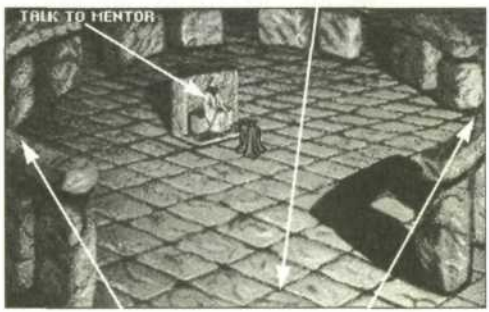
ONE LOCUS IN PARTICULAR THERE IS THAT CONNECTS THE TWO WORLDS. NO ONE KNOWS WHERE THIS LOCUS IS, ALTHOUGH MANY SEEK IT. THE ONE WHO CONTROLS THE LOCUS WILL HAVE READY ACCESS TO BOTH WORLDS, AND THE SECRETS CONTAINED THEREIN.

—Pompeius Lacus, A Historie of Magicks
(VOL. 3, BOOK 8, CHAPTER 24, VERSE 32)

The Stone Circle is the central point of the game. From the circle you can reach any other part of the game. In Terra, it's bonded to Stonehenge, the famous "Circle of Stones" in England. A projection of this circle follows you everywhere you go in Valoria's magical domains—there, it's your protective fortress against enemies.

From the Stone Circle, you can go anywhere you need. Just move the wizard figure (as described in the Reference Card) to the appropriate area shown in the following illustration. Moving the figure around also brings up the following labels that indicate the option available in each area:

To
Terra



Corresponding with the "real" Stonehenge in Terra, the Stone Circle *is the central point of the game. From here you can reach any other part of the game. A projection of this circle exists in every Valorian domain.*

To
Your Workshop

To
Magic Domains

1. To Magic Domains: (screen right) You can travel to all accessible domains from the Stone Circle. Going here brings up the Scroll of Domains, which is a menu listing every domain available to you. Select the domain you wish to visit and you are transported there.

2. To Terra: (screen bottom) This area of your circle allows you to re-enter Terra. When you exit the circle, the World Map of Terra appears. The map shows your current location at Stonehenge in England. You may enter the "Terra" Stonehenge and interact with your ally, the protector of your earthly headquarters, or you may visit any other location on the World Map. To return to the Magic Realms, you must go back to Stonehenge and select the Enter Circle of Stones option.

3. To Your Workshop: (screen left) From this area, you enter your Workshop. It is only in this place that you can mix and create spells.

4. Talk to Mentor: Go to the stone altar at the center.

Stone Circle as a Fortress

In a battle domain, the projection of the stone circle acts like a fortress and defends you from enemy beings and wizards. Such defense is limited. As the circle is attacked, it loses durability and can be destroyed. If it is, you will have to rebuild it before you can re-enter its corresponding domain. You must go to the Death Domain and enter the stone circle there; only then is the destroyed circle restored.

14 HOME BASE: TERRA

Mostly just called "the world," Terra is where you come from, and where certain people, places and things, important to your quest, may be found.

Ah, finally ... word of the quest ....

Locations **Stonehenge**

This map appears every time you exit the Stone Circle. It shows your "real world" location at Stonehenge, the only entrance back to Valoria. From here, you may interact with your ally or you may visit any other location on the map.

What is TERRA good for?

There are two things that can be found in Terra to assist you on your quest to become the Magister Wizard:

Allies: People you will meet in Terra who can provide information and objects for you.

Stores: Contain both the ingredients you need for spells, and the magical items that will assist you in your struggles. The ingredients can also be found in the Magical Domains described further on. Here in Terra, you can buy these things—in the Magical Realms you must fight for them. You can also sell items here (ingredients, aspects, cash items, less powerful weapons and magic items).

What is there to do in TERRA?

There's an old saying in the colleges: "If it's Tuesday, this must be Agra." Apprentices soon learn that travel is not merely the main part of the job, it is the means to their mission!

Get Information: Information can come in several ways from your allies in Terra. Talk to your allies frequently, for the information they have will change as you progress as a wizard.

Know the Straight Scoop: Occasionally available, your allies will give you formulas, magic words, and information. At least they will try to give you what they know, which may not always be useful or one hundred percent accurate.

Quest in Return for Favors: When allies seek something that only you can obtain for them, they will tell you what they want and, when you bring it to them, they will give you something you need, even if it is as mundane as hard cash.

Obtain Ingredients: Each location in Terra has a store of available spell ingredients. They may be in short supply in some places and in long supply in others; this you will have to find out. Most locations specialize in certain ingredients. There is no guarantee that these supplies will always be available. Prices differ among locations and stores change as you progress in the game.

Collect Weapons and Armor: Sometimes your Terran allies will provide you with special weapons, or will point you to where you may find such items.

Buy and Sell Items of Value: These are objects that can be sold in another location to gain money to travel around Terra; items of value can also help you buy other ingredients and objects. Such items include - a) special items found only in Valoria that are highly prized by allies in Terra, b) less powerful weapons, armor and magic items than the ones you currently equip, and c) aspects and ingredients (prices vary from store to store - trade is not very profitable).

15 WIZARD CENTRAL: THE MAGICAL DOMAINS

There are five known domains within the Magic Realms, although others are hinted at. They are the most important areas of the game. It is here you will fight the battles to decide who will wear the mantle of the Magister Wizard of all the realms. These enigmatic domains are discussed in some detail below:

The Elemental Domains

Each of the four classic elements of European alchemical knowledge has a domain within the Realms of Magic. However, because you are an intruder into the domains, you will be allowed to explore only the fringe areas of the real domain.

The fringe areas are actually the battle arenas for the domains. These places have been especially created by the domain rulers as places where magical combats can take place without causing destruction to the real domains themselves. Each battle arena is an island surrounded by a substance or condition impervious to magic.

The Earth Domain Arena: A land of grass and stone and trees, bordered by water. Most spells work in this domain.

The Air Domain Arena: A province of clouds surrounded by open sky. There is no solid terrain to block movement; however, this lack of solidity means that spells coming at you will not be deflected or absorbed by terrain features. Few Terrain Modification spells work in this arena, and spell objects that are particularly dense cannot be used.

The Fire Domain Arena: An inferno of fire, baked earth and lava surrounded by a sea of molten lava. Water does not last very long in this desiccated environment.

The Water Domain Arena: A submerged realm of sea plants and mountains, surrounded by a miles-deep trench. Fire does not last very long in this wetness.

Note: Spells cast near the borders of the battle arenas may be truncated and/or absorbed by the magic fields that confine a battle arena.

THOSE WHO FEAR DEATH HAVE NEVER DIED IN THE MYSTIC REALM. BEYOND THE BOURNE ARE WONDERS TO BE DISCOVERED. HOWEVER, DON'T DAWDLE IN DEATH.

—Lama Pradahursha, Listen To Me, Grasshopper!
(VOL. 1, BOOK 2, CHAPTER 3)

The Death Domain

The fifth known domain is that of Death. It is the most difficult of the domains to get to and survive in for several reasons. The first reason is that you must die to enter this domain. The second reason is that your magic, which is an expression of your life force, will not work in the Death Domain. Only your weapons and armor will be of use once you enter the Domain of Death.

If you are killed during magical combat or by mis-mixing a spell, you have a second chance to continue your current game while you are in the Death Domain. However, if you die in the Death Domain, you are dead, and you will have to start the game over or load a saved game.

If your circle was destroyed in one of the other domains, you must go to the Death Domain. Unless you do, the domain where your circle was destroyed becomes closed and you have no access to it. By entering your circle again inside the Death Domain, you return to the living and you will again be able to enter the domain in which your circle was destroyed. Thus it is sometimes necessary to court death to continue playing.

The Death Domain is also the resting place for many useful items.

Spell Ingredients: You cannot use spells to find objects here, but if you look for useful items, you will find them. Remember, you must gather them before you enter your circle. If you are short on cash, a trip to the Death Domain offers the chance to get items you can sell in Terra.

To leave Death's Domain you must find the Circle of Stones and enter it. As soon as you enter the circle, you are transported back to the living world again. Back in the world of the living, you will find all your spells and ingredients restored.

Domains of Legend

It is said that there are more than the five domains listed above. The possibilities of Magic Colleges of Ether and Mind suggest only that they will be very different from the elemental domains and from each other, and that the spells that work in the elemental domains may have very different results, or none at all, in these other domains.

Entering A Domain

When you enter a domain, the Domain Combat Screen appears. Most of the screen shows a map of the immediate area around you. To the left of the map are two displays: the top is your Spell Selection Menu and the bottom sl your Current Status in detail. At the bottom of the scre are three Life Force level indicators which correspondii yourself, the stone circle, and the enemy wizard. Later in the game when you have the correct spells, you can call up a strategic map in the bottom display to see the entire domain you are in. This map will show you where you are in relation to the enemy wizard and his spells.

What Can Happen In the Domains?

Physical and magical combat. Actual 'How-To's' are to be found in the section "The Challenge of Doing Battle," but learn this now: One very important spell can help you here when you combat the many hostile beings and enemy wizards you must overcome. It reveals every enemy's location and is initially created by your Mentor for you upon entering a domain; you will eventually have to learn to make it for yourself. It is important to learn this spell quickly! Look at the Map and Tally Sheet screens in the lower left corner of your Domain screen; when you learn the spell, flashing lights will show off exactly where your enemies are on the Map, plus the Tally Sheet numbers will give an exact count.

THE GREAT WIZARDS OF YORE FREQUENTLY IMBUED WEAPONS AND SPECIAL OBJECTS WITH MAGIC POWER. MANY OF THESE VITAL ITEMS HAVE BEEN MISPLACED DURING THE TIMES OF TURBULENCE IN TERRA AND THE MYSTIC WORLDS. FORTUNATELY FOR THE LORDS OF THE DOMAINS, MOST HUMANS CANNOT RECOGNIZE THE VALUE OF THESE MAGIC ITEMS. BUT IF ONE HAD A TRAINED EYE, HE WOULD FIND WONDERS EVERYWHERE.

—Pompeius Lacus, A Historie of Magicks
(VOL. 2, BOOK 6, CHAPTER 9, VERSE 13)

Find things: When you destroy an enemy spell during magical combat, some of the Aspect used to create it may appear as a red vial. Once the enemy is defeated, search the map carefully—there are many things of value here for you. Perhaps the most useful items found in the Magic Realms are the spell formulas and magic words. You will need them to become an ever more powerful wizard (The information you find on spell formulas is often incomplete, and you will have to experiment with ingredients and proportions to make the spells work). Messages from special chests found in domains appear only once. Read these messages carefully and take notes.

The domains are also a rich bed of ingredients for spells. Unlike Terra, you do not have to pay money for them—however, you do have to fight for them. When the combat is over, each domain has spell ingredients available in chests. These objects are usually hidden, but you will have a spell to reveal their locations; like the spell that reveals enemies, this one reveals chests. It will be cast for you until you learn it yourself. Then you can search for ingredients until you cast the Return Home spell to exit the domain.

Those items your allies in Terra ask you to find, either for their own benefit or for yours, are called quest items or special objects. When you return to Terra, track down the ally who sent you on the quest. You may receive information, another object, or money from the person. As a rule, the quest item has no utility in your combat against other wizards. Weapons and Armor assist your offensive and defensive abilities in combat for the domains. You will always be equipped with the best of what you can find. This equipment is also quite valuable, even in Terra. As you find better weapons and armor, you will be able to sell the less powerful ones to your allies to help finance your travels. They will be listed under Items in your Workshop Mirror.

Finally, Items of Value are objects that have an intrinsic monetary worth, particularly to some of your allies in Terra. Many will pay you good money for these.

SO KEEP YOUR EYES OPEN!

Exiting A Domain

When you leave a domain, you will learn the contents of the chests and vials you have gathered.

Aspect and Control Ingredients appear first. They appear on the Aspect/Ingredient screen and are added to your ingredient inventory.

Special quest chest contents appear second. Descriptions of physical objects are given. Clues about magic spells appear only once, so make notes before going on.

16 COMINGS AND GOINGS

Hither and yon, hither and yon! Young apprentices are always on the move, unlike the Lords who rest on their laurels ... and Oh!, how wide their laurels have become ...

KEEP A FULL STOCK OF SPELLS AT ALL TIMES. YOU NEVER KNOW WHEN YOU'LL BE AMBUSHED. BECAUSE I LET MY SPELL INVENTORY LAPSE ... AND FORGOT MY TOTEM ... AND I HAD A HANGOVER TOO - I LOST MY DOMAIN. THAT GUTTERSNIPE WHO STOLE MY DOMAIN WAS PREPARED. I WASN'T.

—Sir Adolphus Piedmonte, Musings on the Mystic (VOL. 2, BOOK 5, CHAPTER 9, VERSE 14)

Between Worlds: the Circle of Stones

Travel between the worlds is accomplished via the Circle of Stones. The entryways to Terra—the domains—and your workshop—are, as you know, in your circle. Move your wizard to the proper entryway area and select it.

Leaving Terra: Stonehenge

To return to the Mystic Realms from Terra, you must be in Stonehenge—in England. One of the menu options you use to interact with your ally in Stonehenge allows you to return to your circle within these Realms.

Leaving The Domains: The Return Home Spell

You can leave any domain except Death by using the Return Home spell you learned at the start of the game. Using the spell anywhere in the domains brings you back to the Circle of Stones.

If you enter a domain without the Return Home Spell, you will only get out by dying, which may mean being sent to the Death Domain (because your Return Home spell won't work in the Death Domain, you will only get out by finding and entering your Stone Circle projection).

Travel In Terra

Leave the Circle of Stones to travel to Terra. A World Map of Terra is used to travel from location to location directly—for a price. This screen shows every location you can visit as a white dot. To choose where you want to travel, follow the directions on the screen to move from one possible location to the next; then select the place you want to enter. As you toggle among locations (or select them directly with your mouse), you will see how much it costs to go from where you currently are to another place.

Once in the location, use the menu presented to interact with the person you find there. If you intend to visit several locations, plot out your trip in advance so that you take the shortest routes between two places. Use the menu's Leave option to bring up the World Map when you are ready to leave (Managing your money here is very important—so read up on "Managing Your Finances").

Moving In Magical Realms

Much of the combat that will take place when you are in the Magical Realms will consist of walking around a battlefield and using weapons and spells. However, sometimes a new situation will develop. Here are some helpful hints:

Walking: When walking around the battlefield, you may cast any spell you have available. However, you can be blocked by various terrain features such as cliffs and rocks. Also, you may be killed by falling into chasms; if you walk into liquids, your Life Force level is drained. To gather items on the play field, you must get them on foot.

Flying: Flying, which you can do with the aid of a spell, allows you to ignore blocking terrain features. It also makes you a target from anywhere on the battlefield; you also run the chance of inadvertently running into a spell

that is flying. Note that flying objects and spells cast shadows on the ground.

Flying also allows you to land on the top of cliffs and use them as vantage points. Many of your spells will work while you are on a cliff top, but some will not. You will find out which work and which do not in the course of the game.

Other Conditions: Oh, wizard-in-the-making, you may find yourself in one of several other states besides simple walking or flying during the course of the game. In some cases, these states will not affect your spell casting. In some cases, spell casting will be impossible.

17 MANAGING YOUR FINANCES

DO YOU THINK IT'S CHEAP BEING A WIZARD-IN-TRAINING? YOU'RE CONSTANTLY HAVING TO REPLENISH YOUR SPELL INGREDIENTS. THEY CAN COST A BUNDLE. IF IT WASN'T FOR THE PERKS, I'D GIVE THE WHOLE THING UP.

—Anonymous, The Apprentice's Complaint
(VOL. 3, BOOK 9, CHAPTER 16, VERSE 25)

Plan

You do not start out with enough money to jump from location to location—endlessly around the world! Basically, if you try to go to a place you can't afford, a terrible consequence occurs (but it will certainly be resolved in your favor if you continue).

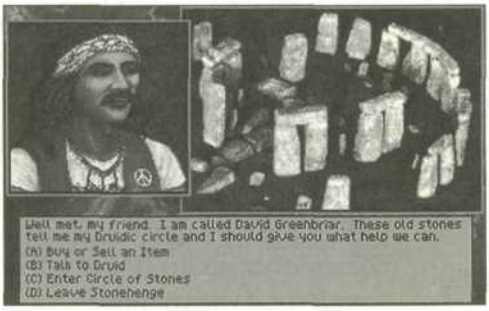
Be careful with your cash during the early stages of the game; travel costs are high because they must include all things such as air fare, hotels, car rentals, food and incidental expenses—it all adds up! Planning ahead will save you some money, although some locations are expensive to reach from any starting point simply because they are difficult to get to for geographical or political reasons, or both.

While traveling in Terra, if you run out of money or do not have enough to travel to any other locations, you may find yourself unwillingly sent to the Death Domain. When you get there, look for a chest containing lots of cash.

Sell Things

During the course of your adventure, you will find items you can sell to gain more money. Your allies in Terra, especially, will want to give you cash for many things.

Allies will often send you on a quest into the Magical Realms to find certain items of value for them. They will pay handsomely for these.



ALTHOUGH THE MYSTIC DOMAINS ARE TRANQUIL WHEN COMPARED WITH TERRA, THERE ARE TIMES WHEN A FLEDGLING WIZARD MUST DARE CHALLENGE THE RULE OF A LORD WIZARD. IT IS WELL THAT SUCH BATTLES ARE RARE.

—Pompeius Lacus, Mystic Encyclopedia
(VOL. 4, BOOK 9, CHAPTER 25, VERSE 64)

Shake the very foundations of Valoria's realms! You will find that there are two kinds of combat in this game: physical combat (in which you attack the enemy with your hand weapon) and magical combat (in which you cast spells against the enemy). Weakening an enemy wizard requires both kinds of combat, but you can finally finish him off only through physical, hand-to-hand battle.

18 PHYSICAL COMBAT

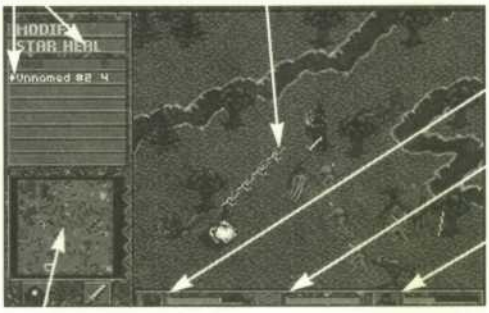
IT IS A SAD BUT TRUE FACT THAT MOST GREAT WIZARDS RELY MORE ON THEIR MAGICS THAN THEIR WEAPONS. ONLY TOO LATE DO THEY REALIZE HOW SUSCEPTIBLE THEY ARE TO COLD STEEL IN THE HANDS OF A TRAINED FIGHTER.

—Sir Adolphus Piedmonte, Musing on the Mystic (VOL. 3, BOOK 12, CHAPTER 25, VERSE 40)

Physical combat in the Mystic Realms involves standing toe-to-toe with your opponent and fighting with weapons until one of you falls or runs away. Remember, the wizards you are fighting are psychically attuned to their domains; they have been there for centuries and the life force of that domain sustains them against the damage of spells and conjured beings. Only steel in the hands of their challenger can finally kill such an opponent.

You, being the challenger, have no such final defense. You can be killed by anything that does enough damage.

The Domain Combat *screen appears whenever you enter a domain. Shows the immediate combat area map plus a display of your* Spell Inventory *so that you can see at a glance what you have available to cast. Your* Personal Status *is shown on the bottom left; you can hit the space bar to change to a complete* Domain Map *or* Domain Tally Sheet. *At the bottom of the screen, three* Life Level *bars constantly monitor life force of yourself, Stonehenge, and any enemy wizard.*



How to Engage a Foe in Close Combat

To engage a foe in physical combat, just move your wizard adjacent to the enemy and change into Physical Combat mode (see the Reference Card for changing modes).

You can attack enemy spells, conjured beings, and wizards in physical combat.

When this mode is selected, you automatically switch to your hand weapon and begin attacking.

If you cast a spell or move, you automatically exit Physical Combat mode.

Benefit of Close Combat

Bringing an enemy wizard or conjured being to close combat prevents him from throwing spells. Of course, you cannot throw spells either.

For this reason it is a good idea to have enough of your conjured beings and Attack spells engaging his spells before you switch to close combat.

Remember that the enemy wizard can only be killed by physical combat.

Problems With Close Combat

The first major problem is that, although you can only defeat an enemy wizard by personally attacking him, most enemy wizards are too tough to be killed just by physical combat. Frequently, they have higher life levels than you do. They must be worn down by magic and the physical attacks of your summoned creatures before you close in for the final combat.

The other major problem with close combat is that getting to an opponent can wear you down, as the enemy wizard will attempt to do as much damage to you as possible before you reach your target.

Attacking and Doing Damage

In general, all things—spells, conjured beings, and wizards—that become involved in combat have attack and defense values. Combat is simultaneous between opponents. If the attack value of one combatant is greater than the defense value of the other, the attacker inflicts damage on the defender. Damage is expressed in hit points (for you, it's expressed as Life Level).

The bottom of the Domain Screen shows pictures of you, the Stone Circle, and the opposing wizard (if one is present). Next to each picture is a bar graph that monitors Life Force levels, hit damage, and spell casting costs. As you, your circle, and the opposing wizard take damage and use spells, the indicator shows lower and lower levels. When the enemy's Life Level is low, it is time to use physical combat against him. When your Life Level is much lower than his, it may be time to use discretion and leave the domain or, if the spell is available, heal yourself.

Maintaining Life Level

As stated above, your Life Force level display is part of the status panel at the bottom of the Domain Combat Screen (Life Force level is also indicated as a numerical value in you Personal Status box). To stay alive, you must keep your Life Level up. If your Life Level hits the bottom of the indicator, you are dead. Both taking damage and throwing spells uses up your Life Level. However, you can never die from just casting spells, and—even if you do die in a domain, you will be sent to the Death Domain for a second chance at the game (if you can survive until you find

and enter your Stone Circle). If you die in the Death Domain, you are dead. Period.

Fortunately, your Life Force level continually restores itself. If you are doing nothing else, this restoration happens continuously. Also, leaving the battle to return to your original circle (not the one in the domain in which you are fighting) may lose you a battle, but it will instantly restore your Life Level (as a certain amount of time is assumed to have gone by). However, leaving the field restores any enemies you left when you retreated.

Retreat

The projection of your Stone Circle is always located somewhere in the domain. You may need to retreat into the circle, which acts as a fortress by fending off enemy attacks, if the battle goes against you. If the circle takes too much damage and is destroyed during a battle, you will be unable to enter this domain again until you restore the circle by visiting—and successfully leaving—the Death Domain.

Victory Jump

You jump up and down, in a celebration of victory, when you have killed all walking enemies in the domain. Note: this only means that all walking enemies have been killed and does not include dragons or other active spells such as animated swords.

19 MAGICAL COMBAT

STUDY YOUR ENEMY WELL. WATCH HIS MOVEMENTS ... LEARN WHAT MAGICS HE PREFERS. YOU WILL DISCOVER HIS PATTERNS AND YOU WILL BE ABLE TO USE THEM AGAINST HIM!

—Lama Pradahursha, Listen To Me, Grasshopper! (VOL. 1, BOOK 3)

Magical combat is any use of spells (including the summoning of other intelligent beings) necessary to attack your foe. The major advantage of magical combat is that spells, especially at the highest Potency Level, do much more damage with each strike than physical combat does. That is why—although you can only kill off a wizard through physical combat—an intelligent person will weaken his enemy with magics before engaging him in physical combat.

Another advantage to your magics is the ability to change the battlefield to your liking. Added features may slow or stop oncoming enemy spells; removed features may allow your spells to reach the enemy more easily. Of course, the enemy wizard will be doing the same thing to you.

"Real" Versus "Frozen" Battle Time

The most important thing to know about combat is that as long as you are moving and throwing spells, the game operates in real time. However, when you are paging through the icons of available spells, time momentarily freezes. The pause in game action does not last long, but it allows you time to select spells to cast without distraction.

In the early stages of the game, your spell-casting opponents will have few spells to choose from. As you progress through the game, your opponents will become tougher; they will have a large selection of spells and will be quick to make their decisions—as hopefully, will you. You may

also pause all action by pressing "P." Pressing any other key resumes the game.

Magical Combat Spells

To use a spell, you must select it from the Spell Selection Menu that appears to the left of the Domain map. This menu shows an up-to-date inventory of the spells you have ready to use. Spells that are not usable in the domain are visible but grayed out.

The Reference Card describes how to toggle through items and select options. To cast a spell, follow the steps below:

1. Spell Function or Totem: The top line of the Spell Selection Menu lists the six spell functions (Attack, Defense, Terrain Modification, Personal Modification, Transformation, and Conjuration) and the totems you have. Toggle through the spell functions and totems until you find the one you want to use and then select it.

2. Basic Spell: The second line of the menu lists the basic spells that are grouped under a function. At the bottom of the menu are icons that represent the spells. You can select a basic spell either by toggling through the names or by selecting the spell's icon.

3. Specific Spell: Listed under the basic spell name are all the variations of the spell you have created. Page down through these variations until you find the one you want to cast and then select it. Once you cast a spell, you may have to select a target for it or otherwise position it on the map. Sometimes "pixie dust" appears, indicating that the spell is in the process of coming into being.

Spell Placement and Targeting

Spells find their targets in many different ways. Some are very selective, some are remarkably dumb. You will some-

times have to draw a path to where a spell is to appear, sometimes you will have to select a specific enemy for the spell to affect, and sometimes you will have to do nothing. Spells can also be classified by how often they affect things in the battle domain. Here is a complete Magical Combat listing of spells:

Path Spells: The position of these spells, which generally create terrain features or walls, need to be drawn on the game map. Select a starting position for the spell and directional arrows will point you to spaces where the spell may be placed. The action freezes while you draw the path.

Global Spells: Some spells affect the entire domain. You do not have to draw paths for these spells or select a placement area since they affect the whole battle domain.

Area Spells: These spells are similar to global spells, except they affect only part of the map. With some spells, you have to select the place where the center of the spell is to appear. Other spells automatically affect the area immediately around you. The more powerful the spell, the greater area it covers.

Specific Target Spells: Some spells attack an enemy once and are gone; these spells often require you to select specific targets to affect. Some are so powerful that once they have affected their initial target, they continue to affect other targets. If the spell is intelligent enough, it will follow the selected target until it hits it or runs out of time.

Specific Target/Personal Modification Spells: These must be targeted either to you or to one of your other spells on the field. You can toggle through your potential targets to determine which one will be modified (you may sometimes target yourself and your own spells, as well as enemy spells and beings). The status display in the lower left corner of the arena allows you to check the modifications and remaining duration of your spells; see the Reference Card for more details.

Directional Spells: These spells move in a straight line from their starting point until they hit something. If they destroy what they hit and still have any power left, they continue on until they hit something else or run out of time.

Nearest Target Spells: These spells go after the nearest and most dangerous enemy target until they run out of duration. Most conjured beings and some Attack spells use this targeting type. When a Specific Target spell has affected its target, it becomes a Nearest Target spell.

One-Effect Spells: Most spells in the game perform only one effect and then they are gone.

Multi-Effect Spells: A few Attack spells have ammunition. They usually stay in one place and pump out attacks until they run out of shots or time.

Long-Term Spells: These spells operate for as long as they have duration and durability. They may move after and affect a number of targets before they disappear.

Permanent Spells: These are spells that must only be created once; you will never need to make duplicates and they will not appear in your spellbook.

BEHOLD, THE MAGIC HAS RETURNED!
IT HAS, I SAY, RETURNED!
FEEL THE MAGIC SEEP BACK INTO THE LANDS YOU LEFT!
TRY AS YOU MIGHT, YOU WILL NOT HEAL THE RIFT.
COMES A HERO, AND THE MAGIC IS RETURNED!
YEA, I SAY, THE MAGIC HAS RETURNED!

—Ovsnovski, A Collection of Oracles
(VOL. 3, BOOK 7, CHAPTER 15, VERSE 31)

LEARN YOUR MAGIC BY CHAPTER AND VERSE! KNOW THE BASICS AND THEN SEEK TO ALTER ITS FUNDAMENTALS, IF YOU WILL. BUT LEARN THE INGREDIENTS. KNOW THE WORDS!

—Lama Pradahursha, Listen To Me, Grasshopper! (VOL. 1, BOOK 3, CHAPTER 6)

For Research:

Regard the wisdom of the great sages, chapter and verse. Also, take lots of notes on what your allies tell you, for they will frequently give you hints only once; the same is true of the ephemeral clues you find in quest chests after exiting a domain.

Your allies will give you many clues about the formulas, even if they can't give you all the proportions exactly or tell you the correct control ingredients. Several clues, when taken together, will give you the information to make a spell. Note in particular the order of Control Ingredients in clues.

Use the spell sheets to help keep track of spell formulas. Make photocopies of them if you need to. There are clues to the spell formulas on these sheets. Also, the information from your allies, and from quest chests, will help you puzzle out the correct formulas.

There are several things to consider when creating magic spells. First, you must create the base spell exactly according to its formula; after the base spell is created you can then modify it.

When trying to make up a basic spell formula when you don't have the entire formula at hand, remember that many spells of similar potency have similar formulas, and that frequently there is some kind of arithmetical relationship among the ingredients. This relationship changes between spells, but some form of relationship is there.

Do not try to overload spells you modify with control ingredients. You can add only so many extra ingredients before the spell goes critical and blows up in your face. However, the ability to alter the mix of spell ingredients is important, so you must do some experimentation to gain the advantage of faster, smarter, more damaging, more durable, longer lasting spells than the opposition. Remember that the maximum amount of ingredients may not create the optimal spell.

For Searching:

To make sure of finding everything you need, it is best to cover the entire domain in your search, including the Death Domain, though that can be literally deadly if your Life Force level is low.

Before you set out eagerly in search of treasure in the Death Domain, make sure you locate your Circle of Stones in case you have to beat a hasty retreat. Remember that dying in the Death Domain, or having your stone circle destroyed here, ends the game, so watch your Life Force level carefully.

The most important objects to find in a domain are the jewel encrusted chests, because they contain vital quest objects, new armor and weaponry, and clues. The second most important are the regular chests containing Aspects and ingredients. Vials, which contain the aspect used to

create an enemy spell, appear when you destroy that spell; finding these vials may provide a clue for creating that spell.

You will come across two spells in the magical realms that are of vital importance, without which you won't find anything important:

Spell #1 shows the full Domain Map—complete with flashing dots indicating the location of enemy beings.

Spell #2 shows you an outline of the Domain Map. The flashing dots indicate the locations of all chests; switch to the Tally Sheet to see actual number of chests and enemies revealed.

For Combat:

Keep the enemy wizard busy fending off your spells. Use lots of offensive spells and conjured beings whenever possible to attack the enemy mage and keep him busy defending himself. Even lowly Level One orcs are useful in this regard, so keep some handy for intense combat situations.

Use walls, chasms, cliffs and other terrain features to funnel or block enemy attacks, particularly those of conjured beings. However, because conjured creatures can be created inside your protective walls, use your personal modifier spells to keep them from killing you until you can get around to killing them. Always leave a path of retreat for yourself in case the enemy's forces are about to overwhelm you.

Using lots of high level spells depletes your Life Force level very quickly. Think about your needs and try to use the least costly spells whenever possible, saving the high powered spells for exactly the right moment. Your Life Force level replenishes slowly over time, so it is possible to regain the necessary Life Force level for a high level spell, if you

stick to low level spells for a while or keep out of the reach of enemy spells.

Bring lots of healing spells with you.

Be prepared to flee if you Life Force level is very low. Use Return Home to get out if you are about to be overwhelmed.

It may take you several tries to finish off the occupant of a domain. Think of the first few trips as scouting expeditions.

Each opponent has a style of combat he has honed, and at the same time become stifled by, over the centuries. When you figure out his style, you can usually figure out how to stop him. Of course, some of them are just crazy—you cannot depend on their styles staying the same from combat to combat, or even minute to minute.

Some scenarios contain devices which generate a constant stream of monsters. It is usually best to find the generating device as quickly as possible and destroy it before you can be overwhelmed (It is very easy to get trapped by five or six monsters in physical combat).

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