

MAGIC

The Gathering

You are a powerful human Wizard battling for your life. You must master the five colors of magic, command mythical creatures and cast devastating spells in order to survive. Combining your wits with your magic is the key to survival. The history of your home is obscured by mystery, legend, magic and hints of a conflict between brothers; of titanic engines that scarred and twisted the very planet; of a final battle that sank continents and shook the skies.

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Game Background

The Magic the Gathering (MtG) Role Playing Game is a game focusing on the lives and exploits of wizards. You will be playing one of these wizards in an attempt to survive, gain magical powers and perhaps chronicle the struggles of the people that live during your reign.

The time is any setting within the Magic the Gathering universe as established by your referee. It can be as early as the Arabian Knights card release up to the current 9th edition card set. For purposes of explanation of MtG rules and ease of use, we will be using the latest 9th edition Revised rules and card sets.

The Game System

The game system provides a structure by which matters of chance and action are resolved. These rules are quite simple and based on the MtG dueling rules with some exceptions and expansions in order to make a seamless joint between a Role-Playing and CCG based game.

This material is not intended to be a comprehensive game or rulebook. Its purpose is to explain exceptions and references on how to make the MtG CCG a RPG experience. Other game sources and materials will be referenced in order to limit the amount of redundant explanations.

CHARACTER CREATION

All character Wizards in the MtG RPG are humans who were born with the innate ability to control mana; the energy of spells and magic. Use the following steps in order to create a beginning character.

Character Concept

You begin the character creation process by formulating a basic concept for your Wizard. You don't need to know all the details at this point; just some general ideas and feelings about the character. You can add specifics later in the process. In general, there are two primary methods for creating the initial character concept.

The first method is to choose a concept and then build the attributes, skills and spells to reflect their personality. The second method is to tailor the Wizard's personality based on their initial spell choices and library. Both are equally valid; it all depends on the desire and goals of the player.

Character Race

In this game all character Wizards are human. Even though opposing Wizards may be of other races, the Player characters are human.



Name

Record the Sorcerer's name on the character sheet. Choose an appropriate Wizard name that conveys the *Calling* and *Demeanor* (see below) of the character.

Character Role-Playing

Characters must choose a *Calling* and *Demeanor*. These two personality traits will guide the character's interaction with others as well as what motivates the Wizard. In some cases where the Player is not role-playing according to their character's calling and demeanor, the referee may require a Wisdom action before allowing a Wizard to continue. In most cases however, it will be up to the Player to decide their character's actions.

Calling

Why is your Wizard a Wizard? Okay, it's a fun job, but your Wizard still has to have a reason for throwing spells and summoning creatures. That's where your hero's *Calling* comes into play. Your character needs to have a *Calling* or a reason why they are a Wizard and their goal in life. A *Calling* is what the character is trying to achieve. Choose a calling for your Wizard from those provided below. Additional *Callings* can be developed with the approval of the referee.

Adventurer Your Wizard seeks to recapture a spirit of adventure that humanity has lost. He/She will often perform foolhardy quests or stunts in order to revitalize this hedonistic, adventuresome

spirit. Examples: Hawkeye, Hercules, Nightcrawler, Wasp

Animal Nature Your Wizard has a savage side that must be kept in check. He or she must struggle to control these feelings, or give in and lose control. Examples: Morbius, Tigra, Werewolf, Wolverine

Benefactor Your Wizard has a strong desire to help and aid others. This includes healing others, putting yourself in danger in order to protect others, and generally acting as a benefactor to those around you. Examples: Professor X and Beast

Demolisher Your Wizard causes destruction for destruction's sake. Demonstration of raw power causes a sense of pride, no matter what the cost. This is one of the "evil" callings of the game. Examples: Absorbing Man, Juggernaut, Sabretooth, Super-Adaptoid

Exemplar Your Wizard feels he or she symbolizes a race, class, historical legacy, or subgroup that needs greater visibility. He or she seeks a high profile, but not personal notoriety. Examples: Black Knight, Captain Britain, Falcon, Thor

Explorer Your Wizard devotes his or her life to the discovery of new ideas, environments, spells, magic, etc. He or she believes the theoretical is often as powerful as the practical. Examples: Giant-Man, Mister Fantastic, Moondragon, Stingray

Glory Hound Your Wizard seeks publicity for personal accomplishments. Only the adulation of the people will satisfy this individual's longings. Examples: Human Torch, Luke Cage, She-Hulk, Wonder Man

Greed Your Wizard is overwhelmed by desire for wealth. Even when great wealth is achieved, more must be gained. Examples: Electro, Kingpin, Rhino, Taskmaster

Guardian Your Wizard desires to protect beloved persons or places. Threats to those loved ones trigger the strongest responses in this individual. Examples: Daredevil, Doctor Strange, Invisible Woman, Phoenix

Idealist Your Wizard stands for a cause for which he or she would gladly die. Challenges to those beliefs provoke strong reactions from this individual. Examples: Captain America, Cyclops, Professor X

Investigator Your Wizard loves unraveling human mysteries, whether of crime, science, psychiatry, or another field of inquiry. It is especially satisfying when that work helps others. Examples: Beast, Black Widow, Doc Samson, Forge

Majesty Your Wizard leads a people and acts as the preserver of their interests. Personal power is wielded for their benefit. Examples: Black Bolt, Black Panther, Clea, Sub-Mariner

Mentor Your Wizard acts to encourage responsibility and competence among his or her charges. Testing the students' abilities is high priority. Examples: Agatha Harkness, Banshee, Stick, White Queen

Outcast Your Wizard is hated or feared for some quality, possibly a mutant power or a past allegiance. He or she may want to be left alone, or will only ally with those who are free of the bias. Examples: Hulk, Nate Grey, Polaris, Quicksilver

Peace of Mind Your Wizard seeks self perfection or freedom from inner demons. He or she may suffer inner conflicts, or overcomes them and keeps spiritually balanced. Examples: Iron Fist, Moon Knight, Shang-Chi, Wolfsbane

Protector Your Wizard lives to protect innocents from harm, regardless of who or where they are. Seeing folks in danger brings out in your hero an overwhelming desire to lend a hand. Examples: Archangel, Colossus, Shadowcat, Storm

Repentant Your Wizard acts to gain redemption for past sins. Only through the doing of good deeds can your hero feel at least partially cleansed. Examples: Ant-Man, Elektra, Gambit, Silver Surfer

Responsibility of Power Your Wizard is saddled with undesired powers, but feels he or she must act selflessly. He or she may grab normalcy if it comes along, but otherwise will persevere. Examples: Iceman, Iron Man, Spider-Man, The Thing

Solider Your Wizard prizes following or giving orders unless it conflicts with his or her moral code. He or she may fight for money or duty, but ultimately fights for personal validation. Examples: Bishop, Cable, Nick Fury, Silver Sable

Thrill-Seeker Your Wizard acts because of a hedonistic desire for danger and risk. Events that heighten his or her adrenaline are highly prized. Examples: Black Cat, Nova, Psylocke, Sersi

Uncontrolled Power Your Wizard cannot control his or her powers without monitoring. This may overcome your hero's reason and force actions that he or she would regret. Examples:

Franklin Richards, Havok, Rogue, Scarlet Witch

Vengeance Your Wizard seeks revenge against someone for some real or imagined slight. Any sacrifice to gain that vengeance is acceptable. Examples: The Green Goblin, Loki, Super-Skrull, Venom

World Domination Your Wizard wants dominion over as many people as possible. Resistance to his or her will can trigger violent responses. Examples: Annihilus, Doctor Doom, Leader, Magneto

Youthful Exuberance The character recklessly pursues the life of a Wizard with the wide-eyed joy of youth. Such an individual is bored easily, and not good at listening to instructions. Examples: Cannonball, Jubilee, Kymaera, Meltdown



Demeanor

While a Wizard's *Calling* helps describe what your character wants to accomplish, the *Demeanor* determines their personality, mood and how they interact with others. Your character's outward personality is handled entirely through role-playing but is shaped by the character's *Demeanor*. Choose at least one of the *Demeanors* detailed below or develop one with your referee. Multiple *Demeanors* are possible and may help role playing. For example; Commanding and Lazy - Your character could be lazy and therefore commands everybody around them to do all the work.

| | |
|---------------|---------------|
| Absent-Minded | Impulsive |
| Aggressive | Independent |
| Artistic | Inquisitive |
| Authoritative | Jester |
| Belligerent | Lazy |
| Bigoted | Leader |
| Brave | Malicious |
| Brutal | Megalomaniac |
| Bureaucratic | Merciful |
| Cantankerous | Methodical |
| Careless | Modest |
| Charismatic | Mysterious |
| Charitable | Nosy |
| Clever | Obsessive |
| Commanding | Open-Minded |
| Compassionate | Opinionated |
| Confident | Optimistic |
| Courageous | Pessimistic |
| Cowardly | Practical |
| Critic | Pragmatic |
| Cruel | Prejudiced |
| Curious | Rash |
| Cynical | Rebel |
| Deceitful | Relentless |
| Decisive | Reserved |
| Demanding | Ruthless |
| Dishonest | Sadistic |
| Dogmatic | Scheming |
| Domineering | Self-Centered |
| Eccentric | Serious |
| Egotistical | Simple |
| Fastidious | Stubborn |
| Follower | Studious |
| Gallant | Timid |
| Gregarious | Treacherous |
| Hedonistic | Uncaring |
| Honest | Vain |
| Honorable | Valiant |
| Immoral | Vigilant |
| Imperious | Wild |

Players should allow their heroes' *Calling* and *Demeanor* to guide their behavior. It is possible to have a Wizard's *Calling* and/or *Demeanor* change over time. However, there must be a compelling role-playing reason for such a change.

Other possible additions to the character could include a nervous habit, a distinct accent, a hobby, or a favorite saying. Almost anything can be selected that adds to the role-playing experience that doesn't detract from the game.

Choosing Attributes

All humans have six attributes which measure the raw power of an individual. Each attribute fits on a scale of 0 to 5 with five being the

highest possible score for a human. These attribute scores represent how good an individual is at putting the attribute to practical use. Someone with a Strength score of 3 is certainly stronger and does more damage in a fight than someone with a Strength of 1.

The six attributes are Strength (ST), Dexterity (DX), Constitution (CN), Intelligence (IQ), Wisdom (WS) and Charisma (CH). See the D&D 3rd edition Player's Handbook for general descriptions of the six character attributes. The following is the specific data for the MtG RPG game.

Beginning characters have ten (10) dots to assign to their attributes when first created. (Maximum of 3 dots in any one attribute for a starting character.) At least one point must be spent on the character's primary attribute. A Wizard must have at least one dot in an attribute in order to use that attribute's color for casting spells.

Attribute Scores

- Poor / Novice / Weak
- Untrained human
- Experienced human
- Very good human
- Exceptional
- Superhuman

Strength (ST) Red Mana

Each point of this statistic grants the Wizard a +1 to their power score for physically attacking an opponent. Strength is the Power score of the individual. Each dot of strength equates to the ability to lift and carry about 50 pounds of weight.

Dexterity (DX) Green Mana

Each point of Dexterity grants the Wizard a +1 to their initiative as well as +1 to dodge.

Constitution (CN) Black Mana

Each point of Constitution grants the Wizard +2 hit points. A beginning Wizard starts with 10 (ten) life points, plus +2 for each point of Constitution.

Intelligence (IQ) Blue Mana

Each point of Intelligence gives the Wizard one more card they can have in their hand. All Wizards start with two (2) cards plus one (1) for each point of intelligence.

Wisdom (WS) White Mana

Each point of Wisdom grants the Wizard 1 point of reserve mana that can be used for any mana color any time they are casting a spell. (As long as they have at least one dot in the appropriate attribute.) Thus, a Wizard with 2 points of Wisdom has 2 points of any color mana they desire that is ready for spell casting at any time. This reserve is rejuvenated during the Wizard's spell renewal period.

Charisma (CH) Colorless

Artifacts and colorless mana are the primary domains for a Charisma based character. This statistic determines the number of summoned creatures a Wizard can control at any one time. The total Charisma score +1 equals the number of creatures the Wizard can control at any one time. If a new creature is summoned that exceeds the Wizard's maximum control, he must choose one of his summoned creatures and put it in the graveyard. Charisma also determines how long a creature will remain with the Wizard outside of a duel. A summoned creature will stay with a Wizard outside of a duel for 1 minute for each point of charisma. (The maximum number of creatures controlled still applies.) Also, a creature summoned prior to a duel will carry forward into combat assuming the duel starts before the summoned creature's duration expires.

Primary Mana (Color)

Each Wizard chooses their primary mana source. (Record the selection on your character sheet.) This color or mana source represents the type of magic to which your Sorcerer is most closely aligned. At least half your spell deck must contain your primary mana source at all times. (See *Deck Building* for more information.) Please note that "colorless" is an acceptable mana type. However, it may be difficult to keep half the spell deck completely colorless so choose the "colorless" mana type with caution.

The Wizard's Talisman

It's traditional for a Wizard to wear clothing that matches the color of their primary mana source. Many Mages also accent their clothing with splashes of their secondary mana colors as well. Each Sorcerer also possesses a talisman or focus that enables the Wizards to cast their spells, gather mana, etc. If the Wizard loses their talisman, they can make a new one in their sanctuary in a week. (Costing 100 gp). However, until the time the Wizard has a new talisman, they cannot cast spells; only catnips are possible. A talisman will detect as faint

magic with the color corresponding to the primary mana type of the wizard that created it. One Wizard cannot use the talisman of another; they are very personal objects that are unique to each Wizard. Typical talisman items include amulets, rings, staffs, wands, etc. Choose a talisman and mark it on the character sheet.

A new talisman can be created at any time but only one talisman can be in effect. (A backup talisman is not possible.) In addition, it's rumored that some Wizards incorporated their talisman into favorite magic items of their own creation. The exact method for doing this has been lost in antiquity.

A Wizard's spell foci and talisman cannot be the target of a spell or a grapple attempt. This is because a Wizard protects their foci and talisman so well that he must be unconscious before these items can be taken from them or destroyed.

SKILLS

Skills are areas of expertise or learned talents. They can be anything from historic aptitude to the ability to lie effectively. A Wizard's skill level defines what they know and how well. Each skill has a linked attribute and has a maximum score of five (5) dots.

Use the general skill descriptions and use as outlined in the D&D 3rd edition rules.

A Sorcerer can have skill in something without having any dots in the corresponding attribute. The total skill level is determined by the combined dots of the attribute and the skill level. (Record the total on the character sheet next to the skill for ease of play.)

Your Wizard starts with twenty (20) skill points (dots). You must spend at least one (1) skill point on your primary skill pool as determined by your primary attribute. No skill can be greater than three (3) dots at the start of the character. All beginning Wizards automatically start with one free dot in Arcane Knowledge and Spell Research.

Having a skill in something means you can perform that skill. In most cases, if you don't have the skill, you cannot make an attempt. However, some skills can be used untrained, such as jumping and swimming. Untrained use depends on the referee interpretation of the skill being used and the circumstance.

Multiple Skill Attempts

Once a character attempts and fails to succeed at a specific skill, they cannot try again. Generally, each attempt represents the character's best attempt and any further effort will be fruitless. In some cases another attempt may be made at an additional DC category of +3 for each successive attempt.

Skill Cooperation

Sometimes individual PCs can react to the same situation and work together in order to perform some action. In this case, one character is considered the leader of the effort and makes a skill check while each helper makes a Challenging (9) action. For each helper who succeeds, the leader gets a +1 circumstance bonus. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The referee limits cooperation as he sees fit.

Additional Skills

The skills shown on the character sheet are all the skills that will be used in the game. This is done for simplicity sake. All action attempts must be fit into a basic attribute or a skill.

Some popular skills that have been eliminated or combined are as follows:

Appraise is no longer used. This is to speed up the game and make it easier for the Players and Referee to track treasure. If there is any doubt if a character would know the value of an item, then use a general Intelligence action.

Disguise is no longer used. Use Diplomacy / Subterfuge instead.

Escape Artist is no longer used. Use a general Dexterity action instead.

Etiquette is not used. Use the Perform skill instead.

Skill Descriptions

Some skills need additional information as noted below:

Athletics (ST) Replaces and is the general ability for Climbing, Jumping, Swimming, and etc. For Jumping, each point the Wizard succeeds in a jump action attempt equals one (1) foot of a standing jumping distance. Double the

distance for a running jump. (At least 10 feet of running distance.)

Animal Handling (CH) This skill combines both the ability to handle and train animals.

Arcane Knowledge (IQ) This includes the ability to decipher magical foci (which takes an hour) and read magical writings.

Awareness (WS) is a combination of Search, Spot, Listen, Danger Sense, detecting a trap, etc.

Craft (IQ) is used to make objects. This is a general skill used to make all manner of items.

Endurance (CN) A Mage that does not rest for a day can avoid the effects of fatigue by making a challenging (9) endurance check. However, each day without rest increases the endurance check by one category (3 points). This skills is also used to stop yourself from bleeding when unconscious (DC 6). (Stabilize Self)

Larceny (DX) is the ability to pick locks, sleight of hand, open locks, etc. disarming traps, and most things mechanical.

Healing (WS) An Average (6) healing action performed on a bleeding person stops the bleeding. This is a full round action and a Wizard cannot cast spells or use magic items when performing this action. When a wounded character is under the care of a skilled healer, that character will get back 3 life points per 24 hours of complete rest. See the *Healing* section for more information.

Investigate (WS) is the ability to find out information in an area, i.e. Gathering Information. It includes the ability to find witnesses and clues, interrogate or question a prisoner, etc.

History / Lore This is the general knowledge that a character has. It's very similar to "Bard Lore" in D&D.

Other Languages (IQ) A single dot in a foreign race language enables the Wizard to speak that language. Two dots gives the ability to read, write, and speak the race language.

Resistance (CN) This skill is used to avoid or withstand physical hardships such as spells, weather and etc.

Riding (CN) For non-wizards, this is the skill to ride a horse or other domesticated animals. However, due to the mana-link a wizard controls, a wizard is unable to ride a “natural” (non-summoned) animal. The animal will balk and refuse the rider. For a wizard, this skill is used to determine if they fall-off a summoned or created creature.

Seamanship (CH) includes such skills as piloting a boat, navigating, sailing, etc. Anything having to do with the operation of a boat.

Spell Research (IQ) All beginning wizards start with 1 point of spell research. See *Spell Research* for more information.

Stabilize Self (CN) The Wizard has trained their body to stabilize themselves and stop bleeding. A Wizard uses their stabilization score in order to stop bleeding to death. It's a Challenging action (6) in order to stop yourself from bleeding.

Wildernes Lore (DX) Now includes tracking, survival, and direction sense. For tracking, the difficulty depends on the tracking conditions, how long since the tracks were made, the soil conditions, etc.



Life Points

Life Points (LP's) are treated just like hit points in D&D and other RPG's. It measures the damage a Wizard can sustain before they die. All Wizards start with a minimum of 10 Life Points. Their Constitution score and feats may adjust their LP total. Unconsciousness occurs at 0 life points. Bleeding is 1 point of additional damage per turn after the character reaches -1 life points. Death occurs at negative -5 life points. An alternate rule is to say that death only occurs when the Wizard is unconscious and they are purposely hit again or take massive damage. Therefore, a character cannot die from one very large blow. Consult with the referee on the death rule that will be used in their games.

Hand Size

All Wizards start with two (2) cards plus one (1) for each point of intelligence. The player will play cards from their hand in order to perform actions and cast spells. Hands size is important because it represents more options and resources that are available for the character.

Luck

Sometimes a random determination is needed for an event that is outside a character's ability to control. In these circumstances, a luck draw is needed. This is where each PC involved draws a random card from their adventuring deck. The highest total casting cost of the card drawn is the “most lucky” individual in that circumstance. If a character also has the *Lucky* feat, they gain a +3 bonus.

Renewal Period

Once a day, a Wizard has all of their magical spell resources/energy renewed. This rejuvenation is when the Wizard's mana and spell resources are renewed and can be used for the next day. If the Wizard uses all their spells before the next day arrives, they will be out of spell reserves until the following day. All Wizards have to decide when their magical energies are rejuvenated. This occurs either at sunrise, sunset, high noon or midnight. Each character should note when this occurs on their character sheet to avoid future arguments. Most Wizards have their renewal period at sunrise. A Wizard also heals one point of damage for each point of Constitution (minimum 1) and one poison counter during the renewal process. (See *healing* for more details on regaining life points.)

Please note that spell cards in a library deck can only be used once until the Wizard's next

renewal period. Once used, the Wizard must wait until the next spell renewal period in order to re-use the spell card. The only exception is when playing cards to perform an action; in this case, action cards are drawn from and replaced into the player's deck immediately.

It's a Player's choice whether to shuffle-in or retain their current hand when regaining their spell potential for the day.

Sanctuary

All Wizards that get through their initial apprenticeships have a *Sanctuary*; a place where they feel safe, do spell research, and organize their spell deck. A *Sanctuary* can be anything and anyplace appropriate where the Wizard feels secure. This can be a cave, an underwater grove of kelp, a room high in a castle or a shared laboratory in a Wizard's guild. The cost to establish a spell research laboratory in a Wizard's *Sanctuary* is 1,000 gp worth of materials. Once a laboratory is created, an apprentice is said to be a full-fledged Wizard. Note the location of your *Sanctuary* on your character sheet.

Unused Experience

Record any unused experience points on the character sheet. How to use and acquire experience points will be explained later.

Alternate Wizard Types

Using the rules and proper attribute and skill selection can result in vastly different types of Wizards. Some ideas include typical "archetype" characters. For example, a "Fighter" type Wizard could have their primary attribute in Strength thereby increasing their power. This fighter/Wizard could rely on their power and select very few spells thereby creating a warrior type of character. Another archetype would be a thief or sneaky Wizard. This type of character would put most of their attribute and skill points into Dexterity and select "stealth" type spells. Another variant is a healing or priest type Wizard that helps the masses by taking a high Wisdom and Charisma scores and mostly has healing spells in their library. There are many different types of character types available by judiciously applying the attributes, skill points, and spell selection

FEATS

A feat is a special ability that gives your character a new capability or improves one he already has. Unlike a skill, a feat has no ranks; a Wizard either has the feat or does not. Just

like skills, a character buys feats with experience points earned during adventuring. A beginning character has no feats.

The ability to channel mana has granted the Wizard the access to the various feats. Non-Wizards do not have access to Wizard feats unless there are unusual circumstances.

Some feats have prerequisites. You must have the listed attribute, skill or feat in order to select or use the new feat. A character can gain a feat at the same time he gains the prerequisite. If you ever lose the prerequisite to a feat, you cannot use the associated feat until such time as you regain the prerequisite.

New Feats

The referee or players can develop new feats. Consult with the referee before creating a new feat. All new feats should follow the general guidelines of enhancing current or adding new capabilities to the Wizard. Feats should **not** replicate spells or special monster abilities such as flight, landwalk or flanking.

Secret Feats

Some feats have a "secret" notation. These feats have been lost in antiquity and are no longer known to the general community of Magic Users. These feats can only be acquired through campaign development and role-playing activities. The referee must approve the acquisition of these feats prior to character acquisition.

Add Mana Source. Secret: 15+ Points.

Prerequisite: Five dots in the primary mana source of the caster. This feat allows the Wizard to select one additional primary mana source. Selecting this feat once would allow the Wizard to use two mana-color sources as 50% of their adventuring deck. This feat can be selected multiple times until all five colors of magic have been selected.

Alchemy 5 points. A Wizard can create a magical potion from a spell that only effects the drinker. A potion thrown at an opponent has no effect unless the target consumes the elixir. Anybody can use a potion and gain the benefits. The spell the potion is based upon must be in the possession of the Wizard and the Wizard must possess a laboratory (worth at least \$1,000 gp). To create a potion takes 1 day per mana point and costs 10 gp for a common spell, 25 gp for an uncommon and 50 for a rare spell per mana-point. In addition, land cards powering

the potion are sacrificed as part of the needed material components. Note, any variable "X" casting costs require the use of the appropriate land card(s) in order to power the potion. (If no additional land is sacrificed, the value of the "X" is 1.) All mana has already been sacrificed at the time of creation and therefore doesn't have to be expended at the time of the potion use. Anybody can use a potion. The typical market value of such a potion is 50 gp + 2 times the manufacturing costs.

Alertness 3 points. The Wizard reacts more quickly in combat and therefore gains +3 to initiative. This feat can only be taken once.

Apprentice 10 points. An aspiring Wizard shows up and desires to be trained under the guidance of the character. They have the prime mana as determined by their mentor or randomly determined (draw). An apprentice typically does not fight duels but can engage in role-playing, perform menial tasks and can become a future character if so desired. The apprentice is between the age of 11 and 20 when they start and have the following statistics: 5 life points, 5 dots worth of Attributes and 10 dots of skills. (A maximum of 2 dots in any Attribute or skill.) Determine the initial spells with the use of a single booster pack and any basic lands desired. Additional spells will have to be earned or given by the mentor Wizard. Training takes about 5 years. During that time, the apprentice gains 1 Attribute point and 2 skill dots each year until they have the standard Attributes and skills of a starting Wizard. Since the apprentice is a volunteer the mentor cannot abuse them too much or else the apprentice may seek training from a more benevolent master. Due to time resource constraints, a Wizard can only have one apprentice at a time.

Channel Energy. 7 points. When casting a spell, a Wizard can sacrifice temporary Intelligence (IQ) points to provide reserve mana. One point of IQ sacrificed yields three points of mana. The impact of the temporary loss is immediate and heals at the rate of one point per renewal period. If IQ drops to zero or less the Mage falls unconscious. Any sacrifice greater than three times the Wizard's IQ results in the Wizards death due to the loss of all brain functions.

Charismatic Leader 3 points. Each time this feat is taken the Wizard is able to summon and control one more creature than indicated by their

Charisma score. There is no limit to the number of times this feat can be chosen.

Concentration 7 points. Gain +1 card to your hand size. There is a maximum hand size of 10 cards. Care must be taken in selecting this feat to many times prior to getting an IQ of 5 or else the previously purchased levels of concentration may be lost.

Craft Magic Item. Secret: 10 Points.

Prerequisite: Either Alchemy or Scribe Scrolls.

The Wizard can create magic items following the guidelines noted below:

- To create a magic item, the Wizard must first have the spells desired to create the magic item.
- The Wizard must possess a laboratory worth at least \$1,000 gp.
- Enchanting the item takes 1 interrupted week per mana-point of the spell being cast into the item. (Minimum 1 week for a zero-cost spell.)
- The cost is \$1,000 gp per mana-point to be enchanted. (Minimum 1,000 gp for zero-cost spells.)
- A suitable receptacle of the highest possible quality and workmanship must be created, found or prepared. Take the standard cost of an item and multiply by 10 to get a "quality" (masterwork) item suitable for enchanting.
- The spell foci (or card) must be sacrificed as part of the material component during the creation process.
- For continuous powered items, a Wizard must sacrifice permanent attribute points equal to the spells casting cost, (I.E. Armor, a sword, etc.). These ability score points are lost and cannot be regained except through experience.
- For "charged" items, or items that are self powered, (I.E. a wand), the Wizard must sacrifice the required land to cast the spell. Multiple daily uses of the item require more land and additional spell cards to be sacrificed. Self-powered items can only be used a number of times a day (renewal period at sunrise unless otherwise specified) equal to each set of the spell cards and mana cost in order to cast the spell one time.
- Unpowered magic items cannot function without the expenditure of mana at the time of each use. Mana must be supplied at the time of "casting" the spell. However, this type of item can still only be used a limited number of

times each day equal to the number of times the spell card is sacrificed at the time of construction.

- There is no DC check for checking success. Once the mana, time and money is spent, the item is created.
- Character created items can only have one enchantment. There are rumors of items having multiple enchantments, but the method for creating these types of items has been lost.

For example, suppose a red Wizard wanted to make a wand of lightning-bolts. He would have to have the lightning bolt spell, spend 1,000 gp and sacrifice the lightning bolt spell card and a mountain land. Once complete, the Wizard would have a wand that could shoot a *Lightning Bolt* once a day. By doubling the amount of gold, spell cards and Land sacrificed, the Wizard could have the wand shoot *Lightning Bolts* twice a day. If the Wizard didn't want to sacrifice the Land, he could make the magic wand but the mana needed to power the wand would have to be supplied at the time of use. In either case, the wand could only be used a number of times each day equal to the number of spell cards sacrificed.

Now lets suppose a Green Wizard wanted to make some enchanted leather armor. He would need high quality leather armor, and the appropriate spell (*Carapace*). After 1 week of work, the Druid would have to sacrifice the spell card, and 1 point of Dexterity (needed to power the spell). Once done, the Druid would have enchanted armor that provided 2 points of DR instead of 1. (Note, even if enchanted, a Wizard cannot wear armor of any kind.)

The typical market value of a permanent "charged" item is 5 times the manufacturing cost (wand, staff, etc) while a "continuous" item (armor, weapons, etc.) has a market value of 10 times the manufacturing cost.

Dark Vision 3 points. Prerequisite of Low Light vision. You can see in total darkness as a normal human does in sunlight out to a range of 60 feet.

Elemental Resistance 5 points. Gain 1 point of damage resistance against your favored element. A Wizard can only take this ability once.

Energized Cantrips 1 point. Cast one additional cantrip a day.

Enhanced Cantrips 1 point. Learn one additional commonly known cantrip. Unusual or unique cantrips must be researched. (See spell research for more details.)

Enhanced Leadership. Secret: 5 points. Enhance the Leadership feat so that the Wizard increases the maximum number of experience points that can spent by by five. This feat can be taken multiple times. Each time increases the maximum by five (5) points.

Enhanced Renewal. Secret 15 points +. A Wizard choosing this feat gains an additional renewal period each day. Choose from the remaining three renewal periods (of the four: Sunrise, Noon, Sunset, Midnight) and note the additional period on the character sheet. Each successive selection of this feat costs an additional 5 points. This makes the cost as follows: 15, 20, and 25 points.

Enhanced Spell Research 5 points. Having this ability lowers the difficulty for researching spells by one category or 3 points. A Wizard may only take this feat once.

Extend Spell 3 points. Each time this feat is taken, it adds the prime statistic score again to the duration of a spell outside of combat. For example, suppose a Red Wizard with a Strength score of 3 takes this feat twice. His total duration of spells outside of a duel is (3 base +3 first feat +3 second feat) 9 minutes.

Immortality. Secret 25 points. The Wizard no longer ages and cannot die of aging effects. The prerequisite for this power is a Constitution of 5. Note, this powerful and rare feat must be acquired through role-playing and approval of the referee. In most cases a major quest will have to be completed to discover the method to gain immortality.

Improved Dodge 4 points. Each time this ability is taken, the Wizard gains one additional dodge maneuver that he can use in a turn. Thus, if the Wizard had 2 levels of improved dodge, the Wizard could dodge 3 creatures in a turn. (All starting Wizards can dodge one creature in a round.)

Increased Spell Range 4 points. The Wizard can cast spells farther than normal. This feat adds one dot to the associated attribute for determining spell casting ranges. This feat can be taken multiple times.

Leadership 2 points plus. The Wizard gains a follower/cohort/familiar. The cohort is not a Wizard or summoned monster; rather a normal creature of the Wizards' choosing without any special abilities. For 2 experience points the cohort has a total power and toughness equal to two (2). (A 0/2 or 1/1 creature.) If the follower dies, they are gone. A replacement will have to be purchased once again. For additional points, the follower can be augmented upon purchase or in the future:

- 1 experience point for an additional point of power or toughness up to a maximum of 5/5.
- Banding : 3 points
- First Strike: 3 points
- Riding: If the creature has enough strength (Power), the wizard can ride the terrestrial based creature, 5 points. Requires a Ride role DC 5 to cast a spell.
- Flying: 3 points
- Protection from one (and only one) mana type: 5 points
- Landwalk of the Wizards' choosing: 5 points. Maximum of one landwalk ability. Only useable during combat.
- If strong enough, Flying with the Wizard mounted on the creature: 7 points. Requires a Ride role DC 6 to cast a spell while flying.

The Wizard is able to mentally give commands (but not communicate) to the cohort if the follower cannot normally speak the human language. Even though cohorts are natural creatures they behave as summoned creatures. This means that cohorts tap when they attack, and etc. However, being natural creatures, they cannot be raised from the dead. A Wizard can only spend a maximum of 10 experience points on a cohort.

An example of a cohort would be a 3/3 flying hippogriff that could carry the Wizard while flying for 16 points.

Low Light vision 3 points. You can see in darkness out to 60 feet if there is a little bit of light. (Starlight, a torch, candle, etc.)

Lucky 5 points. Replay a card for a previous action that had failed. You can use this feat every 3 hours of game time. Once used, the player must wait at least 3 hours before using it again. In addition, a lucky character gains a +3 bonus to all "luck" card draws. A Wizard can only take this feat once.

Machine Master – Power 10 points.
Prerequisite: Engineering skill of 5. The Wizard's knowledge of engineering and things mechanical now effects the Wizard's spells. All spell-created, animated, non-living constructions gain an additional point of power when summoned. A Sorcerer can only take this feat one time.

Machine Master – Toughness 10 points.
Prerequisite: Engineering skill of 5. The Wizard's knowledge of engineering and things mechanical now effects the Wizard's spells. All spell-created, animated, non-living constructions gain an additional point of toughness when summoned. A Sorcerer can only take this feat one time.

Mana Extension: 2 points. Similar to the *Extend Spell* feat, but for mana. Each time this feat is taken, it extends the amount of time land can be retained outside a duel by the Wizard's prime attribute score. Suppose the same red Wizard from our prior example (having a Strength score of 3) takes this feat twice, it would extend the duration of played land by (3 based +3 first feat +3 second feat) 9 minutes.

Mana Reserve 7 points. Gain +1 to the Wizards mana reserve. (See the Charisma Attribute for more regarding mana reserve.)

Mental Toughness 5 points. The Wizard does NOT go insane or unconscious when he runs out of spell cards. He can continue to function but without the ability to cast any spells until the Sorcerer's next renewal period.

Quicken Spell. Secret: 15+.
Prerequisite: Craft Magic Item.
Upon completion of a ritual which leaves a permanent arcane mark (tattoo) upon the Wizard, he is able to cast a spell without the use of a spell card or even mana. During the ritual, the Wizard sacrifices the spell card, \$1,000 per mana point, and all the necessary attribute points for mana to cast the spell once. (See *Craft Magic Item* for sacrifice logic.) Essentially, the Wizard is making himself a living magic item. Afterwards, the Wizard can cast the spell instantly one time each spell renewal period. The cost is 15 character points plus 1 point for each point of casting cost. This feat can be taken multiple times for the same or different spells.

Scribe Scrolls 10 points: A Wizard can create magical scrolls out of spells. Only Wizards can

use scrolls. The spell the scroll is based upon must be in the possession of the Wizard and the Wizard must possess a laboratory (worth at least \$1,000 gp). To create a scroll takes 1 day per mana point and costs 25 gp for a common spell, 50 gp for an uncommon and 100 gp for a rare spell per mana point. In addition, the land cards powering the scroll must be sacrificed as part of the needed material components. Because of the sacrifices, all mana has already been expended at the time of creation and therefore doesn't have to be supplied at the time of the scroll use. Note, any variable "X" casting costs requires the sacrifice of the appropriate land card(s) in order to power the scroll. (If no additional land is sacrificed, the value of the "X" is 1.) The market value of a scroll is 50 gp + 2 times the manufacturing costs.

A scroll can be used to aid a Wizard in researching the spell contained in the scroll. The scroll will lower the difficulty of the spell research by one category (3 points). However, the scroll is consumed during the spell research process.

Slight of Hand 5 points. A Wizard can draw two more cards at the beginning of a duel and decide which of the three will be used for the ante card. Replace all other cards back into the deck and reshuffle. Can only be taken once.

Spell Acquisition Variable cost. Gain a new spell card. See the *Spell Acquisition* section for more details.

Spell Cooperation: 3 points. Multiple Wizards can cooperate with each other to add as much mana as they have available to a single spell. Each Wizard must have the spell card in their spell deck. Only one Wizard must actually have the spell in hand. It's a good way to make a really big fireball, etc. If the cooperation is in a duel, the participating Wizards can hold their initiatives in order to act in the same phase. It's rumored that this is the way powerful magic items were made.

Spell Preparation 10 points. At the start of a duel, the Wizard can choose one spell from their spell deck and put it into their hand as part of their initial draw. Choose to use this feat before any cards are drawn. Discard down to the appropriate hand size after drawing the card. Shuffle the library after selection. This will be the first card taken. This ability can only be selected once.

Toughness 2 points. The Wizard gains one (1) additional Life Point.

Traveling Spell Book 7 points. The Wizard can reorganize his spell deck with known spells away from his sanctuary. This process takes an hour and can occur at the Wizard's Renewal period.

Weapon Specialization 5 points. Adds +1 damage or power when using a chosen weapon. I.E: long sword, heavy cross-bow, short sword, staff, etc. This feat can only be taken once for any one item. Multiple uses of the feat apply to additional weapons.

Widen Spell. Secret: 10 points. This feat enables the Wizard to effect one more target with a spell that normally effects only a single opponent. The Wizard must pay the entire casting cost again to effect another target. This feat can be taken multiple times, each time enables the Sorcerer to affect one more opponent. (Taking this feat three times allows the Mage to effect a total of 4 opponents with a single spell.)



EQUIPMENT

It's assumed a Wizard doesn't go adventuring without the proper equipment like food, a blanket, rope, and other normal camping gear. Therefore, it's not necessary for the Player to note every piece of equipment on their character sheet. If it's an unusual piece of equipment, the character should make a note of anything special they have acquired. If there is doubt whether a character brought along a specific piece of equipment, they must make a general wisdom role (modified by card-play) against the assigned difficulty of the referee. For example, it can be assumed a 50-foot length of rope is carried. However, if a character checked for a 100-foot length of silk rope, the wisdom difficulty of 9 would have to be exceeded. A Wizard

cannot make a check for an unusual piece of equipment and then sell it at a later date as a way to generate income. The purpose of "Assumed Equipment" is to lessen the administrative burden for the player.

To purchase specific items, refer to the D&D 3rd Edition equipment prices and system of monetary exchange. (1 pp = 10 gp = 100 sp = 1000 cp)

Weapons

A Wizard needs to have a weapon of some sort in order to do their strength statistic (power) damage to an opponent. The type of weapon is not important; it's a matter of choice. Please note that there is **no** difference between melee and missile weapons. If the Wizard is within range to use a melee or missile weapon, they are in range to be hurt in return. (In the case of missile weapons, an opponent would be classified as Flying if they had the ability to hit an opponent from a great distance without being hurt in return.) Note the type of weapon the character is carrying on the character sheet. Many people of Dominaria carry a weapon of some sort. This is usually a small dagger, a light cudgel or a walking staff. In most locations, carrying a weapon is allowed and expected. However, in some areas, having a weapon is illegal.

Armor

Generally, Wizards don't wear armor. The bulky and weighty materials that armor is made from interfere with the Wizard's spell casting. However, if a character decides to wear armor, the Wizard cannot cast spells, use magic items or access mana in any form. Of course, this prohibition is only while the armor is being worn. And even if the Wizard acquires enchanted or magical armor, they still cannot wear it and cast spells.

Also note that it takes 5 minutes of game-time (or 5 rounds) for each point of toughness for the armor to be put on or taken-off, it's not advantageous for a Wizard to attempt donning or taking off armor in a duel. Some armor is noted below:

| | | |
|----------------------------------|-------|---------|
| Padded, Leather, Studded | 1 pts | 500 gp |
| Chain shirt, Hide, Scale mail | 1 pts | 1000 gp |
| Scale mail, Banded or Plate mail | 2 pts | 5000 gp |
| Shield (large or small) | 1 pts | 250 gp |

Generally speaking, wearing armor is unusual, especially in a city. Anybody wearing armor gets a lot of notice and in some places it's illegal.

Maximum Armor Protection

The maximum protection afforded by armor is 2 points; including shields. Therefore, it would not do a Wizard any benefit to wear banded mail (2) with a large steel shield (1). The only way to exceed this limitation is by using magically endowed armor.

Damage Resistance

When a Wizard or any other creature has life points and is wearing armor, treat the armor as damage resistance (DR). This means that any damage dealt to the creature is subtracted from the armor value and then if there is any excess damage, the rest is applied to the life points of the creature. For example, suppose a Wizard was fighting an enemy Wizard that has 10 life points that is also wearing a chain shirt (DR 1). If our friendly Wizard hits the enemy Wizard with a lightning bolt doing 3 points of damage, the first point of damage would be absorbed by the armor. The end result is that the enemy Wizard would only take 2 life points of damage. Please note that other Wizards and even some creatures can have DR and life points.

Item Destruction

When a Wizard has a violent encounter, there is a risk their valuable items or artifacts will be destroyed. An item is checked for destruction under the following circumstances: When the Wizard goes unconscious due to the loss of a duel or, when the Wizard takes more than 10 points of damage in one round from a single source of damage. Examples include taking 10 points of damage from an enemy fireball, or falling over a cliff and taking over 10 points of damage.



The method to check for item destruction is to first figure out the toughness of the item. The general rule is that each item has toughness equal to the mana it would cost to cast the spell that created the item. For example, a wand of lightning bolts would have a toughness of one (1) because it would cost 1 red mana to cast the lightning bolt spell. Once the item toughness is determined, a random card is drawn from the referee's general play deck and the mana of the item is compared to the toughness of the item. If the mana cost of the referee's card is equal to or greater than the toughness of the item, the item is destroyed. Generally, only magical or highly useful items need to be checked for destruction. In many cases, the referee can let the player draw from their own deck to check for destruction instead of the referee's deck.

Destruction – General Guidelines

To determine the effect on buildings, structures, and other objects caused by spells or rampaging monsters, first determine the Life Points of the object or structure. Use the following chart as general guidelines:

| <u>Item</u> | <u>L.P.'s</u> |
|---------------------------------|---------------|
| Normal human | 1-2 |
| Experienced human / soldier | 2-3 |
| Thin / interior wooden door | 1-2 |
| Heavy reinforced wooden door | 2-3 |
| Wooden cottage wall | 2-3 |
| Stone wall | 4-5 |
| Castle Wall | 6-7 |
| Castle tower w/reinforced stone | 8-10 |

Considering that an average Orc has a Power of 2, this would allow him to kill a normal human in one blow, or bust through a thin door. However, he could not bust through a stone wall without at least one other Orc.

Starting Equipment

Each Wizard starts with basic clothing, footwear and a non-magical weapon of their choice. Note the weapon on the character sheet. In addition, they have a random amount of gold determined by a card draw from the referee's deck times 5 gold pieces. (Card draw x 5, counting the number of mana-points for the spell.) This starting gold represents the character's life savings, gifts and other income sources they were able to save.

GAME MECHANICS

The general MtG CCG based game will be used for dueling, combat and fighting. Some

exceptions and other rules follow in order to make a transition from a CCG to a RPG game.

Time

Time is measured in minutes, hours, days, seasons and years. One turn is the smallest unit of time in the game and represents one minute of action. This is the amount of time a wizard has to perform their actions in one turn during a MtG spell duel.

Actions

A character takes lots of actions in the course of a story. Players may act out conversations or simply describe the actions they will attempt. An action can be anything from appraising the value of a diamond ring to blasting a rampaging Ogre with a lightning bolt.

Some actions, such as talking, walking or simple physical deeds are automatic and don't require a success check. Other actions, such as swimming while wearing armor or attempting to climb a rope, require a success check.

To determine if an action is successful, the referee decides the action type (such as climbing or appraising) and the difficulty of the action; or how hard it would be to succeed. Normally, the referee will keep the difficulty rating a secret as real people never know the numeric difficulty of a task.

The difficulty of the action can be any number from 0 to 30 and will relate to the chances for a normal human to perform the action. The following chart describes the range of action difficulty:

| <u>Difficulty Level</u> | <u>Difficulty Rating</u> |
|-------------------------|--------------------------|
| Automatic | 0 |
| Easy | 1 - 3 |
| Average | 4 - 6 |
| Challenging | 7 - 9 |
| Daunting | 10 - 12 |
| Desperate | 13 - 15 |
| Superhuman | 16 - 18 |
| Unfathomable | 19 - 21 |
| Cosmic | 22 - 24 |
| Godlike | 25 - 27 |
| Impossible | 28 - 30 |

Performing an Action

Every action or skill use follows this simple pattern: **You play a card from your hand and add its mana value to a number on your character sheet.** If your total is equal to or

greater than the action's difficulty rating, your wizard succeeds at that action.

The number you add to the card played is determined by the relevant skill or ability for that action. Land has a value of one (1) for actions.

Note, a character doesn't have to play a card in order to attempt an action. If this is the case, then the "card" value is zero and is added to the skill of the character.

For example, to climb a wall takes the climb skill, which falls under the strength ability. The wizard plays a card from their hand and adds their climb skill ranks to get a total score. If that score was equal to or greater than the difficulty rating, the wizard is successful. If not, maybe their cohort will heal him after the wizard falls.

If a wizard does not have any skill ranks in what they are attempting, simply use their raw ability score to add to the card play. In the climb example, if the wizard doesn't have any skill ranks in climbing, they would simply add their raw strength score to the card play and hope it was enough to succeed.

For all variable or "X" cost spells, each "X" represents a 1 for point purposes. A land has a value of zero (0). Thus, a wizard could play a zero value card to perform an action.

When performing an action, the Player chooses a card from their hand. After the resolution of the action, the Player immediately draws a new card to replenish his hand back to the Player's standard hand size. Cards are shuffled back into the library upon direction of the referee. Please note that only action cards are shuffled back into the library. Cards played for spell use are set aside into the graveyard and are only reused after a Wizard's spell renewal period.

Opposed Actions

Sometimes an action is opposed or contested by another character, monster or situation. In this case, the highest action total wins the contest. Tied results leave the situation as it was before the action was attempted. For example, suppose Sarin, a Red wizard with a Strength of 3 is attempting to pull open a door held by a goblin. Whoever gets a higher Strength action score wins the contest and either opens or holds the door closed. In this case, let's suppose that Sarin had an action total of 5 and the goblin an action total of 4. In this case, Sarin would be able to pull the door open. However, if Sarin

had only scored a 4, the door would remain closed because the action result was a tie and ties leave the situation as they were before the contest.

All skills and actions are treated in the same manner. However, combat and spell casting is treated differently.

Once an action is attempted, the player draws a card from their own spell deck in order to replenish their hand size up to their standard amount. Used action cards are put back into the spell deck and the deck is shuffled after an action is performed.

Power-Play

In some circumstances it will be extremely important for a character to succeed at an action. In this case, the player can use a standard card action and then offer another card as a "power play". In these circumstances, the second or power play card must be the same color mana as the attempted action (Red mana for a Strength based actions, etc.) The total of the two cards is for action resolution. (Only one card can ever be used for a power play.) A power play cannot be used for a spell research success check.

The cost of the power play is that the second card played is permanently sacrificed and removed from the player's deck. This represents a sacrifice of the spell power in order to succeed at a critical moment.

Heroic Deeds

On occasion, a character will need to call upon reserves of strength and energy in order to perform some task beyond his normal ability. To do this, a character can sacrifice unspent character (experience) points in order to succeed at a difficult or critical task. The cost of performing a heroic feat is variable depending on the objective. Generally, one character point is equivalent to gaining a one category of difficulty reduction (or 3 points). Examples include:

- Stabilize self when injured: 1 character point.
- Break open an iron bound, locked door: 2 character points.
- Grab an ogre and throw him off a cliff: 3 character points.

Character points cannot be used in this manner when doing spell research or item creation. The intent is for this option to be used when the

Wizard is adventuring or in danger. A maximum of 3 experience points can be used at any one time.

It is allowable for a player to add a *Power-Play* to a *Heroic deed* for a single action.

Stunting

Stunting or Players giving a cinematic description of their character's action is encouraged at all times. See the Exalted rule set for a general explanation and description of stunts. General stunting is always encouraged as it adds to the role-playing experience. However, in the case of a Power-Play and Heroic Deeds (see above), stunt descriptions are mandatory and could result in additional bonuses. In the MtG RPG, stunt awards will be based on the following:

- A unique or unusual description is worth a one point bonus. Use of the environment or other characters with a good description is a two point bonus and a really fantastic description with a "wow" effect is worth a three point bonus.
- The bonus given is at the discretion of the referee in addition to the Power-Play or Heroic Deed bonus. The general guidelines is as follows: Extra damage (one to three points) less cost, easier difficulty, an unusual effect, and etc.



COMBAT

The normal MtG rules will apply for most instances of Wizard duels and combat with some exceptions noted below to speed combat.

Card Draw

A Wizard draws as many cards from his library deck at the beginning of a duel or combat in order to get his hand up to the standard number of cards he should have. (IQ+2+feats)

Opposition Statistics

In the normal MtG game, opposing Wizards are allowed to view each other's life points, monster special abilities, etc. In the RPG, opposed life points, special abilities, etc, are unknown to the opponent. A Sorcerer would have to make a challenging wilderness lore or daunting arcane knowledge action to determine one of the opposing monster's special abilities or statistics. An opposing Wizard's life points and special abilities cannot be determined in this fashion.

Creature Identification & Magic

Depending on the circumstance, most creatures can be classified as one of the following types. In addition, their type can be identified and magic effects them as noted below:

- Natural: Type known when it is clearly seen. Statistics are not known until interaction. Spells may or may not effect them depending on the spell. I.E. a damaging spell will hurt the creature but a "*Boomerang*" may not. It depends on the circumstance and the spell.
- Summoned: Type and statistics known when the creature is clearly seen. Spells effect summoned creatures per normal MtG rules.
- Mana-Using: Type identified with the use of *Mage Sight* or through experimentation. This is any creature that uses mana or has special magical abilities. Spells will affect them as per a creature with Life Points.
- Life points. Type identified with the use of *Mage Sight* or through experimentation. Life points are not given at any time. Magic can effect creatures with Life points per the following rules:
 - The target gets a resistance or integrity check as follows: Compare the target's total of their Power and Toughness (Including LP's) vs the associated Mana Attribute + mana casting cost of the spell.
 - Spell power equals or exceeds the target total = full spell effects.
 - Spell power is half the target total = partial effects if possible.

- Spell power is less than ½ the target total = no effect.
- Wizard: Uses Mana and has Life Points. Identified with the use of *Mage Sight* or through experimentation. Spells effect them as follows:
 - Hold / Instant Death / other Instant effects – has no effect
 - Direct damage spells – effects the Wizard as normal
 - Nussence effects such as “Fog” and etc will effect them but it depends on the spell and circumstance. When in doubt, the Wizard receives an Integrity or Resistance check.
- Wizard Familiar/Cohort/Follower - Type identified with the use of *Mage Sight* or through experimentation. Life points are not revealed. Treat as a creature with Life Points.

Surprise

Each Wizard makes an Awareness action with the DC established by the referee. It’s an opposed action versus the attacking creature’s Stealth action. If the check is within 3 points of the DC or Monster’s score, the Wizard will be able to act in the first round of combat. If not, the Wizard was caught unaware and will forfeit their first combat round. Please note, that even though a Wizard cannot act their first round, they can still Dodge their opponent in order to avoid damage. (See below for the Dodge action.)

Initiative

Initiative is determined by adding the initiative modifier (DX and feats) to a card played from your hand. Any ties are settled by highest Dexterity score and further decided by highest Intelligence. If a tie still exists, determine the winner by a random card draw. Combat is not simultaneous so if you can kill your opponent before they can act, so much the better for the Wizard. The played card is like a spell card during a duel and therefore is not reshuffled into the library. The card gets put into the permanent graveyard until the next renewal period. Note, just like an action, an initiative card play is not mandatory. A Wizard can use their Dexterity score only for determining their initiative.

Monsters have an initiative modifier of a pulled card from the referee’s deck plus the total of all the colored casting costs. Thus, an Uthden Troll with a casting cost of 2 red and 1 generic mana

would have a modifier of 2 plus the referee’s card play.

Dodge

A Wizard can give up their future turn or hold their actions, not putting down any land, casting spells, using magic items, or taking any actions whatsoever, and dodge an attacking creature. The chance to do this is their Dodge skill level plus a card play from their hand. The card is redrawn immediately. If the total of the mana points and the skill score exceeds the power and toughness (added together) of the attacking creature, then the Wizard successfully dodged the attack and takes no damage. The Wizard can also use an “abort to dodge” maneuver. This means the Wizard can hold an action (not putting down any land or playing any spell) or give-up their next turn’s action in order to avoid getting hit. Only one creature can be dodged in a turn. (Unless adjusted by the *Dodge* feat.) This is the only “ready” action in the game.

Ranged Attacks

If a Wizard is in a duel, there is no such thing as a ranged attack. If a Wizard is in battle, they can give and take damage; any creature or Wizard can close and attack in the same round. Therefore, there is no difference between melee and missile weapons. If an opponent is in a position where the Wizard cannot strike back, then the opponent is considered to be flying.

Movement

Each character has a speed measured in feet as follows:

Walk is the character’s Strength + Dexterity +1 in 5 foot hexes. For example, a sorcerer with a Strength of 1 and a Dexterity of 2 would have a walk score of 4. This is the distance a Wizard can walk during their combat round and still cast spells, use mana, and take offensive actions. This score is modified by the amount of armor or heavy objects carried. For each point of normal armor, subtract 1 hex of movement. (Magical armor does not impose any limitations.) Use your judgment for heavy objects carried. Dragging another character reduces movement by half.

Sprint is double the walk score. A wizard can make this movement and still take a physical action or physical attack but cannot use or play mana in any format. (It takes concentration to use mana and sprinting hinders the act of concentration.)

Run is double the sprint score or four times the walk distance and that is the only action a wizard can perform in a round. (Including dodging. However, an abort to dodge for the next action is permissible.)

Extra Movement

During combat or during a magical duel, for one round, a Wizard can increase their *Walk* rate by the mana casting cost of a card played from their hand. This card is considered “magical use” and therefore is not returned to their hand as a normal action. Only one card can be played in this manner.

Zone of Control

A wizard's and all natural creature's movement stops when they come within one hex or base-to-base contact with an opponent.

Attacks – Always Hit

Monsters and other attackers and defenders always hit when attacking and do their power score to the defender per the normal MtG rules. There is no chance to miss in combat nor is there a need to determine a successful strike. All attacks always hit their intended targets whether it's a spell, magic item, or a weapon.

Fleeing Combat

In a civilized magical duel, a Wizard can retreat or forfeit at any time. However, most monsters and wilderness creatures are not dueling; they are trying to kill the Wizard. In this case, the Wizard cannot safely flee the combat unless he can fly, become gaseous, safely flee or have some other means of escape.

Physical Wizard Attacks

A Wizard can physically attack an opponent instead of casting a spell or using magic items during their turn. In order to attack, the Wizard must have a weapon and attack just like a summoned creature. However, the Wizard cannot have cast any spells, laid any land, controlled summoned creatures (or use their special abilities), declare blocking creatures, or used any magical items that replicate spell use in order to attack. This is because using magic items, casting spells and laying down land all take mystical concentration on the Wizard's part. A Wizard cannot both concentrate on their craft and physically attack in the same turn. When a Wizard does attack, the Wizard will do an equivalent amount of damage equal to their power to an opponent just like a summoned monster. At the point where the attack is declared, the Wizard acts like a summoned

creature for combat resolution. Damage done by blocking creatures do damage to the Wizard and gets subtracted from their life point total. If a Wizard is physically attacked, they can counter-attack only if they took no magical action during their turn. In this case, the Wizard will do their power (Strength) damage to the attacking creature just like a blocking creature.

Land Play

Unlike the standard MtG rules, any amount of land can be played during a characters turn. This means a Wizard can place all their land and tap it in one turn to create large creatures. This helps speed combat and gives a Wizard with a lot of land the advantage to summon large creatures very quickly.



Quick Duels

In most cases, it will be too time consuming or unnecessary to play out a standard MtG duel between Wizards. In these cases, there are several options for deciding the outcome of a duel. Some of these options include the following. In addition, it will not be necessary to build the entire spell-deck for the opposing Wizard. Simply use a truncated deck of 7 land and 14 spells to represent the opponent's deck.

In order to foster more of a role-playing environment, life points will be unknown to an opponent during a duel.

Single Card Duel

1. Draw your hand up to standard size.
2. Determine initiative. The winner decides who plays first.
3. Each Wizard chooses one card from their hand and plays it in decided initiative order. No land or mana is needed. It's assumed that the spell chosen can be played sometime during the duel.

4. Creatures do not suffer summoning sickness. Creatures attack once and then are removed from play.
5. Determine damage. Whoever has the least number of life points at the end of the duel is defeated.
6. If a tie results, each Wizard plays another card to determine the winner. This continues until there is a winner. Or, the first Wizard that runs out of cards in their hand is determined the loser.

Three Card Duel

This is a duel that is very similar to the single card duel except three cards are used instead of one. This gives a slightly better representation of the spell resources available to each Wizard. In this case, interrupts can be used to block the other Wizard's spells. Also, only a single card is played at a time during each Wizard's turn.

Seven Card Duel

Again, similar to the Single and Three card duels with the following modifications:

1. Interrupts can be played.
2. Land is still not used for casting.
3. Creatures do not have summoning sickness. Creatures attack once and then put into the graveyard. However, summoned creatures can be played during a defender's action in order to be played as a blocker. Walls can also be played as interrupt creatures. Put both creatures in the graveyard at the end of the turn.

Limited Turns Dueling

This quick duel method is identical to the standard MtG Wizard duels. However, the limiting factor is the number of turns each Wizard gets. Standard turn limitations are 5, 10, and 15 turns. Anything beyond 15 turns should be considered a standard duel. As with all standard duels, whichever Wizard has the lowest number of life points at the end of the duel is the loser.

Magic Dueling Rules

Most Wizards follow a body of traditions that embody honor and integrity when dealing with other Wizards. In general, most Sorcerers will be honest with other mana-users; attempting to resolve disputes through peaceful means. However, when disputes cannot be resolved through non-violent methods, disagreements are resolved through ritualistic magical dueling.

The ritual of combat involves the give-and-take of the dueling terms as well as what the reward

will be for the winner (ante, gold, fame, right of passage, etc.) Because the duel starts with a ritual, there is an immediate karmic backlash if the loser of the duel fails to fulfill their end of the agreement.

Once a challenge is declared, the following steps and options are negotiated in alternating Wizard selections:

Step 1: One of the conflicting Wizard's declares a challenge. If both Wizards issue the challenge simultaneously then determine initiative normally. The Wizard winning initiative decides the challenger and defender. Note, if a Wizard does not accept the challenge, the challenger is not bound to any rules and may freely attack, harass, or slander the cowardly Sorcerer.

Step 2: The defending/challenged Wizard states the length of the duel:

- Full Deck
- Quick duel 1 card
- Quick duel 3 cards
- Quick duel 7 cards
- Limited 5, 7, 10 or 15 rounds

Step 3: The attacking Wizard proclaims the stakes of the duel:

- Ante
- Passage through an area
- Fun / Enjoyment / Learning
- Honor or bragging rights
- Gold/treasure/money
- Death

Step 4: The defending Wizard sets the victory conditions:

- First Blood
- Unconsciousness or yield
- Most Life Points at end of duel
- Most damage delt

Following the final declaration in step 4, initiative is determined normally, if not already determined, and the duel commences. At the conclusion of the duel, if the defeated wizard does not uphold their agreement, the loser will not be able to tap any land for mana until either full restitution is made to the winner or the winner dies.

In most cases familiars, cohorts, retainers and helpers do not engage in the duel. If they do so, it would violate the unspoken agreement that outside help is not acceptable. The wizard getting such assistance is automatically considered the loser.

Character Death

A character is considered knocked out and unconscious when he reaches zero (0) life points. They also bleed for an additional point of damage starting at -1 life points. Death occurs at -5 life points.

Bleeding

Bleeding can be stopped with a successful challenging (9) stabilization action by the Wizard, somebody else succeeding an average (6) healing action, somebody magically healing the wounded Wizard or the death of the character.

Magic and Unconsciousness

A Magic User that falls unconscious for any reason loses their current hand, all summoned monsters, played land and any spells currently in effect. A new hand will be drawn when the character recovers from unconsciousness.

Role Playing During Combat

During a Wizard's phase, the Player may speak all they want. However, any other character not on the same phase can only say one word per point of Dexterity between their phases. This is to prevent long exchanges and tactical collusion during combat.

Magic Item Use

Scrolls, potions and magic items can be used any time during a duel per their normal spell use limitations. (A magic item with an interrupt spell can be used just like an interrupt. A sorcery scroll can only be used during the Wizard's turn, and so forth.) The advantage of magical items is that the mana needed to power the item is normally provided during the item creation process and therefore doesn't need to be supplied during a duel. This makes having lots of magic items very powerful because a Wizard can do lots of things in one turn.

Number of Actions

A Wizard can perform the following actions during their turn of a duel:

- Cast as many spells as they can power with mana.
- Use only one magic item; be it a wand, potion, scroll or artifact.
- Physically attack once. Cannot have cast any spells, used magic items or laid down any land.
- Put down as much land as desired.
- Tap as much of their land as desired.
- Dodge without having played any land, magic items, or spells.

- Hold their action to dodge later in the turn.
- Make-up for a dodge already taken with an "abort to dodge" maneuver.

Magic Duration

Magic spell use lasts for a scene. At the end of a duel or a scene, all magic cast and mana played goes into the Wizard's graveyard. This includes spells cast outside of a duel. (See Spells Outside a Duel).

Note to Referees: Since magic expires at the end of a scene, do not schedule prolonged encounters followed immediately by another encounter after one scene ends.

Grapple Attacks

A wizard or a retainer can make a grapple or grab attack during a duel. Follow all the basic rules regarding a Wizard's physical attacks. (No use of magic before or after the attack.) The grab attack is resolved as a contest of the Wizard's strength or Dexterity versus the opponents Strength or Dexterity, whichever is higher. Each round the grabbed opponent can attempt to break free with a new contest. A summoned creature cannot make a grab attack because they don't have the training or finesse to execute such a maneuver.

A grappled Wizard cannot cast spells or use magic items. A grappled "monster" cannot attack or defend another creature. The attacker and defender of a grapple attack are considered one unit and therefore spells and other effects will affect both parties of the grapple.

Blocking and Summoned Creatures

The normal MtG rules allow summoned creatures to block attackers without tapping the summoned creature. This is the same in the RPG version. However, a Wizard cannot assign their summoned creatures to block for somebody else. A summoned creature can only block for the Wizard that did the summoning.

However, unlike summoned creatures, natural creatures, henchman, bodyguards and familiars are natural to the world so these creatures can block for anybody. (As long as they are not tapped for having attacked.) This also means one Wizard can physically block for another if the other Wizard has not taken any magical control or physical actions during their turn.

Multi-Player Combat

When more than one Wizard is dueling on one side, the MTG multi-player rules must be used. For the most part the rules are the same as individual MTG duels. However, there are some exceptions as noted below:

- Wall creatures cannot move and therefore only protect the Summoner. They cannot be sent to protect another Wizard.
- Each Wizard in the duel must give up an ante card. (If applicable.)

Defeated Wizard Spells

When a Wizard wins a duel, they will gain the ante spell from the defeated Wizard. This will be in the form of a card for the player to use. In game terms, the Wizard winning the duel is given the foci for the spell they have won. In the case of killing an enemy Mage, because the death of the enemy is usually violent, only a few spell foci may be left intact for looting. The players should not count on gaining a lot of spells after defeating an enemy wizard.

Defeated Monster Spells

Naturally occurring monsters and creatures will not usually have foci when they are defeated. (They are not needed because they were not summoned.) In some cases, however, the magical residue of the creature might leave a spell foci suitable for spell usage. For example, a Wizard who kills an Uthden Troll might find a claw or a tooth that has magical energy remaining that can be used as a spell foci. The chance for a natural creature to leave a foci is determined by the referee. In game terms, the referee draws another card from their general play deck. If the total mana on the drawn card exactly equals the mana casting cost of the natural monster, then there is enough magical residue left in the remains to make a spell foci. The foci is then used as part of the spell research process and lowers the research difficulty by one category (-3 points). A detect magic cantrip and a spell research DC 6 check is needed to find the spell foci.

Healing

Healing occurs naturally for a Wizard at the rate of one life point (LP) per point of Constitution (minimum 1 LP), and one point of poison damage recovery during the Wizard's renewal period. If the Magic User has complete bed rest for 24 hours, (renewal period to renewal period over 24 hours), they double their healing rate. If during the same period the wounded Wizard is tended by somebody with the Healing skill that makes a difficulty check of 9, then three extra

Life Point are gained for that period. If the healer tends to a patient overnight without interruption, the patient will gain 1 Life point. A healer can tend 1 person per point of healing skill (including the Wisdom attribute).

Fatigue

Each character needs at least 8 hours of rest each night so they can control the magical forces at their disposal. If a character goes without sleep for more than a day (24 hours), they will become fatigued. In that case, the fatigued character will be at a minus one (-1) to all their attribute scores until such time as the character gets 8 hours of rest. For each successive day the character goes without rest, they will be at an additional -1 to their attributes. For example, a Wizard that goes without sleep for 3 days will have -3 on their attribute scores until the Wizard rests for 8 hours. One such 8-hour rest period will cure all levels of fatigue. If any physical attribute (Strength, Dexterity, or Constitution) falls to zero, the Wizard will fall unconscious from fatigue and sleep for 8 hours until the attribute that went to zero is back to a minimum of 1.

REWARDS

There are various rewards that your Wizard can gain for completing adventures, solving quests and resolving problems. Some of these rewards are as follows.

Experience

Experience points (XP) measure how much your character has learned and how much he has grown in personal power. Your character earns XP by defeating monsters, other Wizards, completing quests, and solving problems. The referee assigns XP to the characters at the end of each adventure based on what was accomplished. The experience points are a way to measure the success and power of the character.

Experience points are awarded based on the following guidelines: One point for going on the adventure, 1 point for a successful completion and 1 point for "good" things done. 3-5 points per gaming session is standard. For multiple game sessions involving the same quest, the referee should reward experience per the standard amount for each session plus bonuses for completing the adventure. For example, a 3 session quest could yield 6-10 experience points: 2 points for each of the three game sessions, 1 point for a successful completion of

the quest and 1 to 3 points for new discoveries, good role-playing, etc.

Experience Applications

Experience points are used to increase the power of the Wizard in several ways. As already discussed, unused experience can be used to perform a *Heroic Action*. In addition, XP's can be used to increase attributes, increase skills, buy feats, or purchase new spells. The cost to increase an attribute or skill is noted below:

- Attribute Increase - Current rating x 4 (Minimum 4). No attribute can go beyond a rating of 5.
- Skill Increase - Current rating x 2 (Minimum 2) No skill can go beyond a rating of 5
- Feats: As specified
- Attribute and skill training for the primary attribute of the wizard costs one (1) less.

The application of the XP's for the purchase of new feats, skills, etc. can only be done while the Wizard is in his *sanctuary*. Experience cannot be used while adventuring (except for *Heroic Actions*). In addition, to use the new abilities takes one day of training and costs 25 gp per point of experience used. (Except for *Spell Acquisition*, which has its own cost.) Paying 100 gp per point can halve the time.

Other Rewards

Other rewards the characters may receive include magic items, titles of nobility, notoriety, a good (or bad) reputation, and possibly even the grant of a small amount of land.



MAGIC

Magic is the source of power and awe by which Wizards command their environment. There are two types of magic in the game. The first is cantrips; or low level spells available to most mages at any time. The second is the standard MtG spell cards. Both are explained below.

Cantrips

Cantrips are low level minor magic effects that are powered from the Sorcerer himself and they are considered "Sorcery" spells for purposes of determining their spell type. Cantrips are the first spells taught to an apprentice so that they can practice the magical arts without harming others. Each Wizard knows a number of cantrips equal to the Wizard's primary attribute. These cantrips will not change once selected. The Wizard can cast any of their known cantrips a number of times per day equal to one (1) plus their wisdom attribute. New cantrips can be researched as a one point common spell. All new cantrips must be approved by the referee prior to spell research.

All cantrips have the same basic rules:

- None do damage
- Have a maximum duration of one hour.
- Have a maximum range of 25 feet
- Have no impact on combat
- Are utilitarian in nature.

The following are the commonly known cantrips. Others may be found or researched.

Arcane Mark – This cantrip allows a Wizard to inscribe their personal rune or mark on any substance without harming the material upon which it's inscribed. The rune can be no larger than 6 inches in height and consists of no more than six characters. The mark is permanent and can only be removed by another Wizard using the reverse of this spell. (But doing so is a serious breach of etiquette between Wizards.) The rune will detect as magic with the color of the primary mana of the Wizard casting the rune.

Control Shadow – You control the shadow cast by anyone or anything. The shadow is like a puppet that parodies imagined actions of the object or creature casting the shadow, even if the subject stands still. You can even make the shadow move away from its source so long as it is cast along a wall or flat surface and remains within 25 feet of its source. The shadow puppet only remains in

effect for 1 minute per dot of the Wizard's primary attribute.

Detect Magic – Lasts for one (1) minute. The Wizard is able to see the intensity (in mana points) and land colors out to a range of 25 feet. Cannot see through objects or invisibility. This will also determine if a Wizard has tapped mana. The Wizard will be glowing the mana colors and intensity.

Detect Poison - Range 25 feet and lasts for one (1) minute. You determine whether a creature, object, or area has been poisoned or is poisonous. This cantrip cannot penetrate barriers; you must see the object you are detecting.

Float - The Wizard can buoy a subject or object in water for an hour. A Wizard can keep afloat a maximum of 50 pounds per dot in his primary attribute. The range is 25 feet.

Ghost Sound – You create a volume of sounds up to 25 feet away. The maximum volume is the equivalent to three humans yelling. The noise produced can be virtually any type within the volume limit. The duration is one minute.

Identify – With a touch, the Wizard using this cantrip learns all properties of a single magic item including how to activate those functions, and number of charges, if any.

Know Direction – The Wizard using this cantrip intuitively learns the direction of a previously visited preeminent landmark for one hour.

Light - Lasts for 1 hour. The cantrip, creates a magical floating torch that hovers near the Wizard that illuminates a 20 ft. area. This torch does not produce heat, only light.

Mage Hand – Minor telekinesis up to 5 pounds. Range of 25 feet. Lasts for 1 hour.

Mage Sight – Prerequisite: Detect Magic. The Wizard is able to see the life force animating a single creature within prime-attribute range x 10 yards. This cantrip allows the Wizard to identify the creature type targeted. See page 18 for creature type definitions.

Mending – Repairs small breaks or tears in objects. The spell cannot fix broken magic items. The range is touch and the repair is permanent.

Missive – You send a one-way telepathic message to a known living subject up to ten words in length. (You must have met the person at least once.) Must share a common language otherwise the receiver hears meaningless mental syllables. Range is 1 mile. Blocked by lead, one foot of stone or three feet of earth.

Purify Food and Drink – This cantrip makes spoiled, rotten, and even poisonous foods and water pure and suitable for eating and drinking. The effect is permanent and has a range of touch. The Wizard can affect enough food and water per use of this cantrip to satisfy one man-sized meal per use.

Spell Acquisition

Spells are the life-blood and source of power for a Wizard. A Wizard's power is measured in the unique and powerful spells at his disposal. Because of this, most Wizards are constantly trying to acquire new spells. There are many different ways a Wizard can gain new spells. A Wizard could find spells lost in old tombs, win them in a duel, or trade with other Wizards and merchants. Other methods include doing spell research and by paying character points.

Spell Research

All Wizards possess the ability to research and create new spells. This skill is gained at the start of their career and is one of the first lessons an apprentice learns. The following rules must be followed in order for a Wizard to conduct spell research and gain a new spell card.

- The Wizard must have his own personal research laboratory. The initial cost to create a lab is 1,000 gp. Once a lab is established a Wizard is recognized as a true Magician. Until that time, they are considered an apprentice.
- The minimum time to research a spell is 1 day per mana-point casting cost. The research time must be uninterrupted or else the Wizard has to start over.
- Success can be checked at the end of the minimum time and each full block of time thereafter if the initial check is failed.

- The cost is \$100 gp per mana point casting cost for a common spell; \$200 gp for an uncommon spell; and \$500 gp for a rare spell. Thus a rare spell that costs 3 mana-points to cast would cost \$1,500 gp to research.
- The time and cost to research a spell is one less than normal if the spell is the same mana color as the Wizard's primary mana source. (Minimum 1 point.)
- Success is determined by a Spell Research (IQ) action check played by the character. A common spell has a challenging difficulty of 9; an uncommon has a daunting difficulty of 12 and a rare spell has a desperate difficulty of 15.
- If the check is a failure, the Wizard can continue to research; each full block of uninterrupted study grants the Wizard another check at a cost of 10% of the initial cost.
- Spending twice the minimum gold can lower the difficulty one category (3 points). Only one category of difficulty can be lowered by spending extra gold. Thus a Rare spell has a difficulty of 12 instead of 15 by spending 4,000 gp per mana-point.
- After a spell is researched once (or in the Wizard's spell library), the time and cost to create a duplicate copy of the same spell is halved. In addition, the base difficulty is lowered one category. Remember, the Wizard is not only researching the magic formula and theory behind the spell but they are also creating the spell foci (game card).
- The fair market value of a spell is double the spell research value. This is assuming your Wizard can find a buyer with the funds to pay for the new spell.
- A scroll or potion can be used to aid a Wizard in researching a new spell. The scroll or potion will lower the difficulty of the spell research by one category (3 points). However, the scroll or potion is consumed during the spell research process. (Of course the potion or scroll must be the same spell the Wizard is researching.)
- It's assumed that the Wizard had been spending any free time doing research in order to gain the new spell.
- The new spell must be gained while the Wizard is in their sanctuary. An adventuring or traveling Wizard cannot gain new spells in this fashion even if they have spare character points to spend.
- The character point cost is as follows: One experience point per mana casting cost for a common spell. Two character points per mana casting cost for an uncommon spell, and three experience points per mana casting cost for a rare spell. In all cases, there is a minimum cost of one point. For example, the *Winged Ornithopter* common spell has a casting cost of zero (0). This would cost a Wizard one character point to acquire.
- Additional costs may be added by the referee for unusual or powerful spells.
- Check with the referee before spending character points in this fashion.
- A Wizard must know that the spell in question exists. This can be accomplished through arcane knowledge research or by having witnessed the spell in use.

General Research

A player may want their characters to do historical or engineering research, discover new spells, or some other type of research. If a PC wants to learn about something, the referee sets the appropriate DC for the appropriate skill or combination of skills. Also, the referee establishes how much time and money it will take to succeed. The DC can be lowered by 1 category for each 1,000 gp and week of research done; up to a maximum of 3 categories. In some cases, this cannot be applied or a mage will simply have to spend years of study in order to learn something useful. A typical application can be of that of a mage wanting to learn if there is a 1 point red spell doing three points of electrical damage. (Lightning bolt.) Research can be done using Knowledge Arcana or possibly History to discover that such a spell did at one point in time exist. The DC might be 9 for Knowledge Arcana and a DC of 6 for History. Said research could cost 300. However, once the Wizard knows that such a spell is possible, or that it exists, he must do spell research in order to acquire the enchantment. Research cost is about 100 gp per mana point per week of work for common spells; one week minimum per point of mana.

Spell Acquisition via Character Points

By far the easiest yet most costly method of acquiring new spells is by spending experience points. If this method is utilized, there are several rules that must be followed:

Uncommon spells cost 200 gp / week and rare spells cost 300 gp / week.

Spell Casting Limits

A character needs at least 1 point in an attribute in order to cast a spell of that correspondent color. In addition, one point per colored casting cost requires a Wizard to have at least that many points in the corresponding attribute. Any spells having a variable cost (or "x") does not count towards this limitation. For example, a Crawl Wurm takes 2 forest and 4 colorless mana to cast. A Wizard would need to have at least 2 dots in dexterity in order to cast this spell. A total of 5 in the corresponding attribute allows the Wizard to cast any number of required mana points corresponding to the attribute.

Maximum Enchantments

Maintaining magical enchantments the Wizard cast on himself can be fatiguing. Therefore, the maximum number of self-cast enchantments a Wizard can have at any one time is equal to the Wizard's Constitution +1.

Spell Card Use

Any land played or spells cast by a Sorcerer is considered spent until the Wizard's next renewal period. (The cards go into the graveyard and are not reusable until the next renewal period.)

These cards are no longer available for duels or actions. This means a Wizard can only use cards from the library one time per renewal period for anything except for performing actions. (Action card draws are reshuffled back into the library.)

Magic Use

Spells can be used in a duel or outside a duel. For the rules governing spell use inside a duel, please refer to the standard MtG rules. Please see the rules that follow for spell use outside of combat.

Spells Outside a Duel

Casting spells outside of combat is possible and sometimes very helpful. Examples include *Fly*, *Invisibility*, *Jump*, and many others. The mana must be available to cast a spell outside of combat just as in combat. (Either from reserve, land play or other sources.) A spell only lasts outside a duel for the duration of the scene. All spells cast when the scene ends are put into the Wizard's graveyard.



Land Use

Any amount of land can be played for mana at anytime. However, the land must be taped and used within the scene or else the potential mana from the untapped land has expired. (The potential mana has dissipated)

Spell Limitations

Some spells will not work outside of a duel. These types of spells are as follows: *Raise Dead*, *Reincarnate*, *Animate Dead*, and any others that brings a person back to life. Raising the dead is not currently possible even with the use of magic. There are rumors that it might be possible but it would be very difficult and nobody is sure how it's done.

"Raise Dead" spells can only be used on summoned creatures conjured by spell or magic use. Therefore, "Raise Dead" cannot be used on peasants, other character's, cohorts or anybody else that was not conjured or created through the use of magic.

In addition, some spells will not work on naturally occurring creatures. In these cases, the Mage can make an Arcane Knowledge check with a DC of 6 to determine what the effects might be for using a spell on a natural creature. For example, suppose *Boomerang* was cast on a natural bear. The results could depend on whether the bear had a lair or was just wondering the area. In the case of *Boomerang*, the bear could either be returned to it's lair or the spell could have no effect on the creature. In many cases, the result will be subjective depending on the decision of the referee. Making the Arcane Knowledge check would give the Wizard an idea of what might happen, but not a definitive answer of what will happen. In the example above, the referee could tell the Player either or both possible

outcomes regarding the bear. The Player decides if he wants to cast the spell or not.

Spell Exceptions

Due to the differences between a CCG and a RPG, some spell cards will be discovered to be disruptive to the RPG environment and therefore will be disallowed from play. At this time, there is no provided list of prohibited cards. Cards will be disallowed as they are discovered.

Spell Clarifications

1. Creatures and artifacts summoned via spells are created magical constructs. They are not summoned or brought from some other place. Therefore, there is no need to justify monsters and items being summoned to and from one place or another. This is also why "Raise Dead" type spells will only work on magically summoned creatures. The creature was created from magic and therefore magic can bring them back to "life".
2. Summoned "Wall" creatures are animated barriers from 6'-10' in height and length. They block incoming attackers by interposing themselves between the attacker and the defending wizard.
3. Equipment spells/cards can be equipped to the wizard casting the spell, their summoned creatures, or the Wizard's familiar. Natural creatures and summoned creatures by other Mages cannot be equipped.
4. Instant-death and summoned creature effected spells, such as *Terror*, effect summoned creatures and some natural creatures. These types of spells do not effect wizards or other mana-users as the innate ability to control mana provides protection from these types of spells.

MTG Rule Changes

The following are changes to the standard MtG rules:

- Basic land is now colored per the color of the mana type. (Versus colorless.)
- In order to foster more of a role-playing environment, life points will be unknown to an opponent during a duel.
- In a Wizard duel, the one with the least number of life points at the end of the duel is the loser.
- Monster regeneration can only be used once for every point of mana used to summon the creature. Spells that add regeneration to a creature function as if the monster had the natural ability. See the *Monster Abilities* for more information.

Spell Ranges

The range of most spells will be determined by the spell and situation. In the MtG card game, ranges do not come into effect and therefore are not normally applicable. However, in the tactical rules for the RPG, the range for all spells including summoning monsters and the Wizard's range for controlling the summoned creature is 10 yards per the attribute dots of the summoning color. (Summoning color attribute dots x 10 yards.) For example, a Red Wizard with 3 dots in Strength could shoot a lightning bolt (3 dots x 10 yards) 30 yards. Note, you cannot summon a non-flying creature in position where they would gain flying status. I.E.: An Uthden Troll in a tree to strike at a flying bird is clever but not allowed.

In addition, a Wizard can only summon monsters and cast spells at targets within line-of-sight. This includes summoned creatures that must stay within line-of-sight of their Wizard in order for that creature to be controlled.

Magic Items

Because permanent magic items are rare, they will almost never be for sale. Therefore, they will have to be found, won, or created.

Unfortunately, the method for creating magic items was lost ages ago during the Urza wars. If the PC's discover the lost information, they must follow the process in the *Craft Magic Item* feat.

Land Acquisition

Land is a valuable commodity because of the mana it can produce. Therefore, Mages have learned how to capture the essence of the land in order to have it available for tapping. Hence, a ritual to gather mana from the land is one of the first lessons an aspiring Wizard learns. In MtG terms, this means the Wizard knows how to focus the energy of an area in order to produce a Land card. In campaign terms, this is the ability of the Wizard to "possess" an area of land that only he can access for mana production. For basic land, the area is one square mile. Once an area of Land has been sequestered, another Wizard cannot capture it unless the Land card of the "owning" Wizard is destroyed.

Special lands can also be sequestered through the use of the land ritual. The ritual takes an hour to complete and at the end of that time, the Wizard has enough knowledge and components of the Land in order to go back to his sanctuary and create a Land card. (No role or DC action is needed.) Note, a Land card cannot be produced until the Wizard has studied the components in

their Sanctuary. During this process the Wizard is creating a link or foci to the Land. This process costs \$50 gp to create the foci for a Basic Land. Special lands may cost more depending on the circumstances.

It takes a Wizard a day of uninterrupted work to find untapped land, gather the needed foci materials, and create a land card. In game terms, have the Wizard make a Wilderness Lore DC check of 6 to find untapped land. (It may be higher near cities or mana-dead areas.)

Deck Building

Pursuant to the standard MtG rules, each player must have a deck of spells and land commonly known as their library or spell deck. At least half of their library must be composed of the Wizard's primary color at all times. You can have as many basic lands or mana sources of any color desired. It's assumed you are able to tap into the needed land at any distance.

The adventuring deck can only contain spells that the Wizard could actually cast. Therefore, if a spell requires 2 red mana, the Wizard must have at least a 2 Strength and 2 red mana producing cards (mana) in their deck while at the same time keeping at least 50% of their deck in their primary mana color.

In addition, if a Wizard runs out of cards during the day or during a duel, they lose the duel and temporarily fall unconscious. (Regaining consciousness after an hour.) After this time, the only function a Wizard can perform is to walk, speak with others, or sleep until their next spell rejuvenation period.



Deck Building Suggestions

Remember, a character's spell deck is not only used for magical duels, but also for performing mundane actions. Therefore, it's highly

recommended having a good mix of low, medium and high casting cost cards in your library.

In addition, because the wizard can place as much mana per turn as desired and because land cards can be used for 1 point action plays, it's suggested to have at least 50% of your deck in land.

There are several different ways to build the Wizard's initial starting spell deck. Two of the common ways are as follows:

1. Give your fledging Wizard a personality and choose the appropriate mana type and spells to match the personality of the Mage. I.E.: A Wizard with the *Calling* of Animal Nature would choose their starting spells based on calling animals, nature, and the ability to exist in the forest.
2. Choose the Wizard's primary color and spell ideas. Choose the starting spells to reflect your spell strategy and assign a personality as appropriate. For example, a player could desire to play a red combat Mage and therefore would choose mostly Red spells and then assign a personality afterwards.

Duplicate Cards

There is no minimum or maximum number of cards in your deck. In addition, unlike tournament MtG play, there is no limit to the number of duplicate cards in your deck. You can put any number of the same spell cards in your deck as you can acquire.

Adding Cards to the Library

A Wizard can only reorganize their spell deck while in their home *sanctuary*. When a new spell card is acquired, it takes one hour of study to understand it for future use. However, the addition of the new card into the Wizard's library can only be done in their *sanctuary*.

No proxy cards can be used by players. If a new spell is desired, the player must provide their own spell-card upon spell acquisition.

Please note that the referee must review all new spells before they go into a Wizard's deck. Any spell can be rejected by the referee for any reason. Note, the Traveling Spell book feat does not violate this rule. Only known spells can be used with the Traveling Spell book feat.

Starting Character Spell Decks

There are many different ways to assign spells for starting characters. One method is for each starting character to receive a sealed starter deck and a random booster pack. This is then stripped down to 60 cards and play begins. A variant of this is to start as stated above and allow free trading between players. (This is acceptable since it's assumed the players will trade in game.) The trading can occur before the decks are stripped down to 60 or after. Consult with the referee with the exact method that will be used for starting libraries. No matter the method, all new characters start with exactly 60 cards (including land). Any extra cards received via trading prior to the first session with all Players are forfeit to the referee for later use.

The Referee Deck

Since the game referee or story teller will also need a spell deck for determining random monsters, skill successes for NPC's, and other assorted events, it's recommended to build a deck using the following guidelines:

- Have a deck of about 60 cards
- Use 5 land; 1 of each color
- 1 colorless with a 0 casting cost
- 8 x 1 mana casting cost, 10 worth 2 points, 12 with 3 points, 10 with 4 mana, 8 for 5 points, 6 for 6 mana
- Spread the cards evenly using all 5 colors and colorless mana
- Two (2) non-creature spells of each color
- Add 1-4 additional high casting cost cards of those colors not adequately represented
- Use a mix of card types including special lands, powerful artifacts, or anything the referee deems appropriate.



Hostile Environments

Wizards will go into hostile environments for a variety of reasons. In these cases the

environment is rated in game mechanics as points of damage during a duration the Wizard is in the hazardous environment. For example:
Super heated volcanic area: 1 pt damage / turn.
Underwater: Hold breath for Con turns/minutes.
Afterwards, take 1 pt of Con damage each round until at 0 Con and then unconscious. Arctic cold: 1 pt damage / hour, and etc.

For complete darkness, the Wizard cannot attack and it functions as the *Fog* spell. Partial darkness (night time under the sky) gives a +1 toughness to the attacker and -1 to the defender.

MONSTERS

Monster Abilities

Use the monsters from creature summoning cards of MtG. If a natural creature has an inherent ability that has a mana cost, it's assumed that the creature has a built-up reserve of mana equal to it's casting cost. Thus, an Uthden Troll would be able to regenerate itself 3 times before it was destroyed because it cost only one red mana to regenerate itself and it has a casting cost of 3. (Thus, it has 3 mana in its reserve.) This reserve is not available when a creature is magically conjured. It's the responsibility of the summoning Wizard to provide the needed mana per the standard MtG dueling rules.

It's suggested to place counters on the monster card to track the amount of reserve mana used.

Monsters Defense

In a normal MtG duel, a Wizard decides which summoned creatures blocks and takes damage. For naturally occurring monsters, the "pack" or leader of the opposing creatures decide which monster(s) block incoming attackers. The attacking Wizard cannot target a specific creature with their summoned creations.

Monster Statistics

An easy way to determine a random monster's statistics is as follows:

Strength = Power

Dexterity = Half of Toughness

Constitution = Avg. Toughness and Power

Intelligence = The colored mana casting cost

Wisdom = Half the total casting cost -1

Charisma = Subjective. Make up a rating based on the creature and artwork.

Initiative = Modifier is colored casting cost

Size = based on the card picture or average of power and toughness in hexes

Monster Special Abilities

Some monsters have special abilities either in addition to or besides the standard abilities from the MtG CCG. Some of these are noted below:

Carrying Capacity: Since each point of power or strength equates to a lifting capacity of 50 pounds, a monster with a high strength could carry a Wizard. This must be a voluntary act by the Wizard and it cannot be used as an attack. This also means that a summoned creature, i.e. air elemental with a power of 4, could pick up and carry / fly with a character weighing less than 200 pounds. This option is available for all summoned creatures that has sufficient strength. I.E.: A Wizard could ride a water elemental, a large crocodile or even gain the land-walking ability of a creature if that creature could carry the Wizard.

Regeneration: A summoned creature with the regeneration special ability can only use their ability once for every point of colored mana it costs to summon the creature. For example, a 1/1 Skeleton with regeneration costing 1 colorless and 1 black mana to cast could only use their natural regeneration ability once before being permanently killed. This rule change is put into effect in order to lessen the impact of a cheap regenerating creature in role playing game.

Level Draining: If a creature with this ability does damage to a Wizard character, the creature gets a +1/+1 counter to represent the energy drained from the Wizard. The excess power and toughness dissipates at the next renewal period. The Wizard doesn't loose any additional life points beyond those taken during the damage phase of combat.

Ability Drain: If hit, the PC loses one or more random attribute points with all corresponding skill and ability losses. The ability is returned at the rate of one point each renewal period until fully restored.

Mana Drain: Draws mana off the table or hand of the Wizard that takes damage. Some monsters can even use this stolen mana to power some of their special abilities.

Damage Resistance: Some monsters have toughness as well as Life Points. In this

case, treat the monster's toughness as damage resistance.

Spell Casting: Some monsters have the ability to cast spells not specified on their card. Use their mana reserve for spell casting purposes. I.E.: Zombie Master might have the additional ability to cast the *reanimate* spell.

Land Walking: As a clarification of a land-walking ability (ie swampwalk, etc.), all damage done goes through armor. Armor will not provide any protection for a Wizard against a creature using the appropriate land waling ability against the Wizard. Also, a natural creature using a land-walk ability considers the natural surroundings of the terrain versus a summoned creature attacks through an enemy's played land.



WORLD CAMPAIGNING – The Big Picture

One of the secrets of a successful campaign is to create the illusion that the world is a living, breathing environment with life of its own. Such campaigns follow their own internal logic. Everything happens and makes sense and stems from everything that happened before.

The way to breath life into a game is to prepare and discuss world events that are happening across the entire campaign. Is there plenty of food available? How is trade going? Are the townsfolk happy? What is the local government up to? While resolving these basic issues is a great way to get the campaign world in gear, it can be tedious and time-consuming for both the players and the referee. In addition, at some point in a campaign, the characters or players may express a desire to own, conquer or govern

an empire, tribe or county. The rules that follow will help facilitate that desire.

The Realms Map

In order to use these rules, the campaign map of the world is needed. Although there's no limit to the size of the area the rules can handle, the larger the area, the greater the effort necessary to resolve all the appropriate events and activities. In most cases, these rules work best when used to handle small areas or realms. Please note that the initial campaign map and map creation rules are going to be used by the referee. Players may skip this section if desired.

Once the geographic map is acquired, the referee decides what realms are present on the map. Generally, a realm is a kingdom, country, tribe, county or any other government that is active in the campaign area. The location of each realm's capitol should be marked. The capitol is usually a city or stronghold, and it represents the location at which the realm's leaders meet to conduct their business.

After all the capitols are in place, all the realm's borders are marked. Repeat the following process for each realm. Note, in medieval times, most borders were along geographic changes like rivers, lakes, mountains, hills, swamps, etc.

The next step is to note the location of each of the realm's "bases". A base is a city, town, or stronghold in which the realm maintains a military presence and a "Guarding" army. The realm's capitol is automatically considered to be a base. Also note each base as large (city) or small (town or hamlet.)

Also note locations of the realm that have guarding armies. A guarding army is a military unit that patrols territory and isn't housed at a base. Generally, guarding armies represent border patrols, field encampments, and constabularies. Note the location of each guarding army by writing a small "g" on the map.

Finally, a contiguous border is drawn around all the areas that are controlled by the realm. Obviously, all the realm's bases and guarding armies should be encircled within its borders. You can make each realm's boarder as big or small as desired depending upon the needs of the campaign. Typically, realm's that control a lot of territory is wealthy and powerful than smaller kingdoms. Make sure that no two borders overlap.

The Realm Control Sheet

Once the borders of each realm are set, the referee needs to complete a control sheet for each of the noted realms. (The controlling player can complete their own control sheet once they are in a ruling position.) The realm control sheet is essentially a character sheet for an entire kingdom. It will help to keep track of basic information about the realm as it changes over time. Since the recorded value will change a lot as each turn is played, it might be a good idea to fill out the sheet in pencil.

Start with "Population and Resources" section. Next to the terrain types listed, fill in the number of 10-mile-by-10-mile squares (each 10 mile hex of the map) of that terrain type that falls within the realm's border. Don't forget to fill in the number of "bases" inside the borders as well. Next, multiple the values shown and extend the total population figures to get the total population and total available resources. Example: The kingdom of Harloon borders five plains hexes, two forest squares and five mountain hexes. Additionally, two bases are located within the boarders. The five plain hexes are worth a population of 30, the two jungles are worth 8, the 5 mountains are equal to 15, and the 2 bases are worth 20 Thus, the realm's total population is 73. As for resources, after the hex values are multiplied out, the realm's total resources are then worth 35.

Realm Population

As the name implies, population is a rough measure of the number of tax-paying citizens who live within the realm's borders. Each point of population represents approximately 1,000 citizens. The larger the realm's population, the greater the tax revenues it collects and the easier it is for the realm to recruit soldiers. Resources, on the other hand, represent the availability of raw materials, such as stone and wood, within the realm's borders.

Realm Military Strength

Military strength of a realm is an abstract measure of the size of the realm's' armies. Similar to population, each point of military strength represents approximately 1,000-armed soldiers. A realm's beginning military strength is equal to its total population divided by 10 (round fractions up). Realms with a population of less than 10 automatically have a military strength of one (1). A realm's military strength is increased or changed through the campaign turns explained later.

Realm Discontent and Hardship

Discontent is a measure of how displeased the realm's citizens are with their government. The higher the discontent of the populace, the greater the likelihood of civil disturbances, disloyalty, and low productivity among the masses. Each realm begins with a discontent of six (6).

Hardship is similar to discontent and measures the general wellbeing of the populace. A high hardship score indicates that the population is suffering from some combination of disease, poverty, malnutrition, or other calamity. Each realm starts with a hardship score of 6.

Realm Treasury and Taxes

Current treasury represents the approximate value of treasure held in the coffers of the realm's government. Each realm begins with a treasure equal to its initial seasonal income times 6 in gold pieces. (This represents one year's worth of income saved.) Add this figure to the realm control sheet. Newly created realms, through conquest or otherwise, do not have a starting treasury. The only money in the government coffers is set by whatever government has in order to start their realm. If otherwise noted, a new realm has a starting treasury of zero (0).

The tax rate measures the amount of taxes the realm's citizens are expected to pay. Tax rate is classified as high, medium, or low. Realms with a high tax rate collect a lot of money from their citizens. All realms begin with a medium tax rate. Note the tax rate on the control sheet and multiply by the tax rate multiplier to determine the realm's income.

Realm Calling and Demeanor

Select the Calling and Demeanor for the realm. This reflects the basic tendency of the majority of the residents. It certainly shouldn't be interpreted as the traits of every resident of the realm – there are plenty of bad people who come from good places and vice versa. The Calling and Demeanor don't even necessarily reflect the realm's ruler(s), although the two are often the same.

Realm Diplomacy

Next, note the *Diplomacy* of the realm's ruler. If a council, senate, or some other collective body rules the realm instead of a single leader, simply select one skill rating for the entire ruling council as a whole. Mediocre leaders have a Diplomacy rating of 4 to 6, outstanding leaders may have a

rating of 8 or better and truly terrible leaders may have a rating of 3 or less.

Should a PC ever come to lead a realm, use his Diplomacy rating for the realm and allow him to make all decisions for the realm as campaign turns are resolved. Note that these rules expand the normal use of the Diplomacy skill and represent a character's ability to handle affairs of state, not just negotiations and protocol.

Realm Wisdom

Note the Wisdom score of the realm's ruler on the control sheet. This will be used to determine the outcome of campaign turns that will be explained later. An average ruler might have Wisdom of 2 or 3, whereas a poor government may have a 1.

Realm Wilderness Lore

Select an appropriate Wilderness lore skill for the realm. This represents the general ability of the populace to forage for food, find game, and farm. Again, this skill will be from 1 to 10 depending on the general knowledge of the populace and the leaders of the realm. Realms newly created by players will have to have this rating set by the referee.

Realm Encounter Factor

The encounter factor of a realm is the chance of having a random encounter while traveling through the kingdom. It's a basic measure of how successful the realm is at keeping dangerous monsters and undesirables out of its territory. In other words, if a realm has a high encounter factor, they do a poor job patrolling their kingdom keeping out undesirables (monsters, bandits, thieves, etc).

To calculate the encounter factor, divide the total number of 10-mile-by-10-mile hexes within the realm's borders by its military strength (rounding fractions down). A daily encounter is determined if the number or less is drawn from the referee's play deck. This means if the encounter factor is a 1 or 2, there is not much chance of an encounter and vice versa with an encounter factor of 7 or 8.

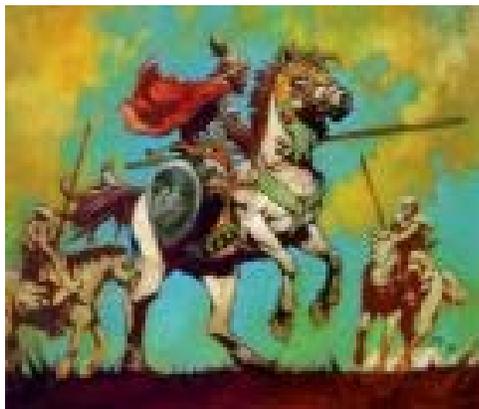
Example: The calculated military strength of Harloon is 7 (73 population / 10). The military strength divided into the total number of hexes (14) gives an encounter factor of 2. Each day, the referee will draw a card from his deck and if the mana casting cost for that spell is 2 or less, there is a random encounter that day. (Use the

card drawn as a springboard for the encounter type.)

Opposing Realm ill-Will

The Realm Diplomacy section of the control sheet is where you keep track of the basic diplomatic relations between this realm and all the other realms in the campaign area.

Fill in the name, calling and demeanor of all the other realms in the area. Next, calculate the basic ill-will between this realm and each of the others. Ill-will is a measure of how much the leaders or government of the two realms distrust or dislike each other. The initial ill-will is a subjective figure based on the calling and demeanor of the opposing realms. An average or neutral ill-will value of six (6) is a good starting figure for a new kingdom. Campaign events and political encounters between the two kingdoms further modify the initial figure. From time-to-time, a realm will be called upon to make a Diplomacy action check to influence a rival, using the ill-will between the two realms as the difficulty score. Use the referee's deck for determining DC action results.



The Campaign Turn

Once the campaign realm sheets are completed, the world becomes ready to run itself. As the campaign unfolds, resolve the affairs of the realms by executing campaign turns. Think of a campaign turn like a duel round, only instead of lasting one minute, it lasts for one season (60 days).

Ideally, this system provides a means of figuring out what is going on in the world, but it also a good tool for generating ideas for adventures and encounters. If a campaign turn reveals that relations between two realms have become strained, it might make sense to run an adventure that includes the reasons or consequences of the strained relationship.

Similarly, if one realm declares war on another during a campaign turn, soldiers from the various factions might be commonly encountered in the area of the fight for a few seasons.

Campaign Turn Phases

The following is the campaign turn phases. If the players are ruling a realm, they will take the lead in making decisions that pertain to the various turn phases:

1. Random Event Phase
2. Initiative Phase
3. Realm Turn Sub-phases
 - a) Hardship sub-phase
 - b) Treasury sub-phase
 - c) Discontent sub-phase
 - d) Action sub-phase
 - e) Adjustment sub-phase

1. The Random Event Phase

Start each campaign turn with the random event phase. Draw a card from the referee deck and consult the random event table and follow the directions in the resulting entry.

Bandits: Bandits, brigands, or pirates plague the selected realm,. Reduce the realm's tax income by 25% (after all other modifications) for 1-3 turns. This event might form the basis of an interesting adventure of the PC's. If the PC's are able to destroy the bandits' base of operations, the realm's income is immediately restored to normal.

Birth: A son or daughter is born to one of the realm's important leaders. (Political or otherwise.) This event doesn't really affect anything that happens during the campaign turn. It merely provides campaign news and perhaps reasons to role-play with the important leaders.

Controversy: Some form of political controversy arises in the realm that arouses distrust in the public. The referee is encouraged to invent the appropriate details. (A perceived unjust trial, eminent domain of a favorite inn, etc.) Add +3 to the realm's discontent for this campaign turn only. This is yet another event that might lead to an adventure. If the leaders somehow resolve the controversy during the course of the adventure, the realm doesn't suffer the increase.

Death: A relative of an important leader or an NPC leader themselves has died. This can be from natural, accidental or even political reasons for the person's demise. This event doesn't

have to affect anything that happens during the campaign turn. However, a politically motivated death may be the cause of an entire adventure. The referee should use this random event as deemed appropriate.

Food stores Damaged: A fire or disaster of some sort damages the realm's grain silos and/or food stores. Add +3 to the realm's hardship until a new food store is rebuilt. (See the Action sub-phase.)

Fire: A fire destroys 1-6 important buildings somewhere in the realm. Increase discontent by +3 until they are all rebuilt. (See the Action sub-phase.)

Gifted: The realm was given a gift from another realm, a traveling stranger, a benevolent merchant or any other source. The gift can be resources, land, spell cards, a trading ship, a marble statue, a new building, or anything else that seem appropriate. Use this event to stimulate an appropriate adventure or role-playing encounter.

Good Harvest: The hunters/farmers/fisherman or any other food producing industry was particularly successful during the season. Add +3 to the resources of the realm for this turn only.

Knowledge Rediscovered: The leaders, their representatives or others in the realm have rediscovered or invented some sort of knowledge or device that helps the population and well being of the realm. This can be a unique spell card, extra gold, the invention of the cotton gin, or anything that seems appropriate. Add either +3 to resources for this turn or 3,000 gp to the treasury. Again, use this event to stimulate an appropriate adventure or role-playing encounter.

Large Predator: A large monster or band of monsters wanders into the realm's territory – the exact details are left to the referee. Increase the realm's discontent by +3 for the campaign turn and all subsequent turns until the situation is resolved. Hunting down this predator might be an interesting adventure for the PC's to undertake.

Messenger: The leaders of the realm receive an unforeseen message from a courier. The message can be political, magical or even monetary in nature. It could also be as simple as a note from a farmer observing that his pigs

have grown fat and tender during the season. This is a good opportunity to give the players a bit of information that they were seeking or might need in the future. It could also be used to foreshadow an upcoming adventure or anything else that seem appropriate.

Natural Disaster: Some sort of natural disaster – a flood, storm, volcanic eruption, and so on – strikes the realm. Income from trade is halved this turn.

Plague: A plague strikes the selected realm. Temporarily increase the realm's hardship by +3 until the next time the realm passes a Wilderness Lore check during the hardship sub-phase of its campaign turn. If the realm passes the Wilderness Lore check, remove the temporary +3 modifier. In addition, any PC (or important NPC) in the realm has a chance of contracting the plague. All appropriate characters must make a DC 3 Constitution check. If the check is successful, the character was not affected. If the character fails, they take a random amount of damage as drawn from the referee's deck. (Death could result if a high card is drawn.)

Political Envoy: The leaders of the realm receive notice that a messenger or ruler from another realm wishes an audience. The nature of the audience is up to the referee. It's also up to the rulers of the realm whether to accept the envoy or not.

Political Strife: An "international-incident" occurs between the selected realm and another nearby realm. (Randomly select a second realm.) The first realm must make a Diplomacy skill check against a DC equal to its ill-will rating with the second realm. If the check fails, increase the ill-will between the two realms by +3. (Again, use the referee's deck for determining the draw.) Gifts or other circumstances can impact the DC prior to the draw.

Political Windfall: The realm receives unexpected help or good news from another realm. Perhaps it's a gift with an offer for a truce or treaty, or maybe a sharing of troop movements of an enemy realm. The referee needs to choose a benevolent event for the realm that seems appropriate.

Resources Found: The realm's forces successfully located a new source of resources

(a new mine, a new forest, etc). Add +10 to the realm's resource total for this campaign turn.

Riot: The populace in a city or base spontaneously rises up and riot. The cause can be jubilation or revolt. Perhaps their favorite sports team won a great victory and the citizens are celebrating. In any case, the damage caused by the riot takes 3 extra resources in maintenance costs this turn in order to repair the damage caused by the riot.

Undead: Undead plague an area of the realm. Perhaps it's an uncontrolled army of undead attacking villagers or maybe a haunted house that gets the attention of the rulers. Add +3 to the realm's discontent check until the issue is resolved. This is yet another event that might lead to an adventure. If the leaders somehow resolve the controversy during the course of the adventure, the realm doesn't suffer the increase.

Wizards: Wizards casting powerful spells have disrupted life in the realm. Perhaps a couple of Wizards got in an argument and decided to have a duel in the middle of the city, or maybe it's a rogue Wizard deciding to take over a valley. Other possibilities include guild Wizards making demands on the populace or even a powerful magic-using goblin killing as many farmers as he can. Add +3 to the realm's hardship check until the issue is resolved. This is another event that might lead to an adventure. If the leaders somehow resolve the controversy during the course of the adventure, the realm doesn't suffer the increase.



2. The Initiative Phase

During this phase, check initiative for all realms in the area to determine the order in which they get to take their turns. Each realm's initiative score is equal to a random draw from the referee's deck plus the leader's Wisdom. (Ties

go to the realm with the highest Wisdom followed by a redraw.) The realms take their turns in initiative order unless a realm chooses to delay their turn until later. Once a turn is delayed, it can only be used after another realm has completed their turn. (You cannot interrupt a realm turn by holding your action until later.)

Realm Turns Phase

Each realm conducts its turn in initiative order. Each realm's turn consists of the following:

3a. Hardship Sub-phase

This step determines the realm's effectiveness in gathering food and general health of its citizens. During this phase, the realm leader makes a Wilderness Lore check using its Hardship rating as the difficulty check (using a draw from the referee's deck). The realm government can spend 50 gp per point of population from its treasury to give a +1 bonus to this check.

If this check succeeds, all is well for the turn and the realm suffers no penalties. If the hardship check fails, however, the realm's discontent is increased by +3 for this turn only and the realm is not allowed to recruit new military forces (see Actions below) during the turn. At this point the hardship score is permanently increased by +1. To reduce the future hardship rating, build a structure.

3b. Treasury Sub-phase

The realm collects revenues and adds them to its treasury.

Taxes: First, the realm sets its tax rate as low, medium, or high for the turn. The higher the tax rate, the more money the realm will collect, but the more discontent it will cause among the population. For a low tax rate, multiply the realm's population by 100 to determine its tax income. For a medium tax rate, multiply population by 200, and multiply by 300 for a high tax rate. If the realm has changed its tax rate since the last turn, make sure to update the realm control sheet. See the Realm Control Sheet for determining the impact to population discontent based on the tax rate.

Trade: The realm collects income for each of the trade routes it has opened with its neighbors. All of the realm's trade routes should be recorded on its realm control sheet. To determine the amount of revenue derived from a trade route, subtract the ill-will between the two trading realms from 12. If the result is positive,

multiply it by 1,000 gp. If the result is negative, the trade route yields no revenue. If there is a road between the two realms (base to base), double the final result.

Maintenance: Finally, the realm must pay maintenance costs (representing salaries, cost of weapons, and so on) on its standing military force and its civilian population. Subtract from the realm's treasury an amount equal to the military strength times \$2,000 gp. (This is about equivalent to 2 gp a season per solider.) At this point, the realm can voluntarily decrease its military strength in order to lower maintenance costs. If the realm doesn't have enough money in its treasury to cover the costs, it must reduce its military strength.

In addition, pay one (1) resource for each unit of civilian population. If there is not enough resources to pay for the civilians, the hardship and discontent scores of the realm temporarily increases by one for the following season. If the realm goes for 3 or more seasons with too little resources, increase the hardship and discontent permanently by one point.

3c. Discontent Sub-phase

Determine the general happiness of the realm's populace. The realm's ruler makes a Diplomacy check against a DC equal to the realm's current discontent. (Using a random draw from the referee's deck.) Random events (see above) and the results of the hardship sub-phase previously detailed can modify this check. It's also modified by the realm's population and current tax rate as noted below:

| | |
|-------------------|-----------------|
| <u>Population</u> | <u>Modifier</u> |
| 1 – 25 | 0 |
| 26 – 50 | +1 |
| 51 – 100 | +2 |
| 101 – 200 | +3 |
| 201 – 500 | +4 |
| 501+ | +5 |
| | |
| <u>Tax Rate</u> | <u>Modifier</u> |
| Low | -3 |
| Medium | 0 |
| High | +3 |

The realm can also apply any portion of its military strength to the check as a modifier, representing the use of troops to quell unrest and uprisings. Any military strength used here cannot be used to make war later in the turn (see Making War, below).

If the Diplomacy check succeeds and the current discontent is greater than 12, the discontent decreases by one (1).

If the Diplomacy check fails, increase the permanent discontent of the realm by +1. If a realm fails this Diplomacy check three turns in a row, a rebellion arises and successfully overthrows the government. Determine the new skill values, Calling, Demeanor, and ill-will factors for the new realm based on the new government. Also, since there is a new government, all the existing trade routes are canceled and have to be reformed. Make a note on the Realm Control Sheet each time a Diplomacy check fails every time one of the checks fails. This will help the realm controller recognize when three checks in a row have failed. Erase any existing marks when a Diplomacy check succeeds.

The referee should look to the results of a realm's most recent discontent sub-phase for important background information when running adventures set in the realm. A high discontent score means the populace generally distrusts its government and a failed Diplomacy check indicates that various riots, strikes, and demonstrations are starting to take place. If the realm chose to use some of its military strength as a modifier to the Diplomacy check, the realm is in a state of quasi-martial law with soldiers actively patrolling most populated areas. To permanently reduce the discontent score of a realm, build a structure.

3d. Action Sub-phase

It's now time for the realm to take direct action and control its future during this sub-phase. During each action sub-phase, a realm can perform up to two of the actions listed below. (Alternatively, the realm can perform any single action twice.)

Open Trade: The realm attempts to establish a trade route with a nearby realm. The attempt costs 10,000 gp for bribes, bureaucracy, paperwork, etc. After paying this fee, the realm makes a Diplomacy check against the current ill-will between itself and the target realm. If the check succeeds, the route is open.

Opening a trade route with a realm does not automatically give that realm a trade route with you. To make money themselves, the opposing realm must spend the money and succeed at their own Diplomacy check. Attempting to open a trade route with a realm that has already

opened a route with you entitles you to a +3 bonus on the Diplomacy check.

Build Roads: This action allows the realm to build a road (from base to base) thereby enhancing trade. The road costs 10,000 gp and 10 (ten) resources for each 10-mile hex the road spans. See the Treasury sub-phase for the benefits of roads. A road that connects the capitols of two realms quadruples (x4) the value of any trade routes between those realms (x2 for road, x2 for capitol cities).

Each realm can build no more than 6 squares of road in a single action. Performing the build roads action twice allows a realm to build up to 12 squares of road per turn.

A realm can leverage a pre-built road and setup trade along this pre-existing route for half the standard build costs. (Infrastructure and organization still has to be created.)

Build Structure: The realm can use this action to build a major structure somewhere within its borders. Building a structure requires an expenditure of money and resources based upon the type of structure being constructed. A few of these structures have a direct impact on the rules. In addition, a new structure can have a significant impact on adventures set in the realm. The site and circumstances of the structure can adjust the gold and resource cost of the structure. I.E.: a shipyard built on top of one previously destroyed can cost less gold and resources due to using old materials. Or a new statue monument in the middle of a lake can cost more due to the need to build an island first.

| <u>Structure</u> | <u>Cost</u> | <u>Rec.</u> | <u>Effect</u> |
|------------------|-------------|-------------|---------------|
| Palace | 100,000 | 30 | |
| Library | 40,000 | 20 | -3 disc |
| Temple | 25,000 | 15 | -2 disc |
| Monument | 10,000 | 5 | -1 disc |
| Food stores | 10,000 | 20 | -2 hard |
| Marketplace | 15,000 | 15 | -1 hard |
| Warehouse | 10,000 | 10 | -1 hard |
| Barracks | 10,000 | 10 | +1 army * |
| Shipyard | 30,000 | 20 | |

Since building a new structure takes time, it takes one season per 25,000 gp of the structure cost. This makes the building time more realistic and gives the realm enemies a chance to destroy partially built structures before they are complete.

* Can exceed the number of maximum armies by +1.

Recruit: The realm can recruit new solders for its military. To do so, the realm pays 1,000 gp and five (5) resources for each point of current military strength. After these expenditures are met, the realm adds +1 to its military strength. Note, a realm can never have a permanent military strength that is greater than its population divided by 5 (round fractions up).

Mercenaries: Temporary military units, also known as mercenaries, can be hired for one turn at a time. These military units cost 5,000 gp and 5 resources for each mercenary unit hired. These units disband immediately any turn they are not paid. (And it's possible they will defect.) There is no limit to the number of mercenary units that can be hired as long as they are paid. Note any mercenary unit with a "M" on the realm map to denote it's general location. Any military unit that wants to travel by water or attack another water-borne unit must be designated as a "Navel" unit "N".

Navel units cost 5,000 gp and ten (10) resources for each point of current military strength. The realm needs to have a shipyard in order to build a Navel unit. A Navel unit can make war on coastal locations and transport normal soldier units from coast to coast. Only one (1) military unit may be transported per turn using a Navel unit. The transported soldier unit must be disembarked on a coastal hex.

Wizard Units: your realm hired a wizard specializing in combat for \$5,000 gp. Each turn thereafter, the maintenance fee for each Wizard unit is 1,000 gp. This special military unit consists of a wizard, an apprentice, and about a dozen escorts, bodyguards, cooks and servants.

The Wizard unit is equivalent to any one standard military unit and is counted when determining military strength for attacks. The advantage of a Wizard unit is that they do not take up resources, only gold, and there is a static recruitment cost. In addition, a Wizard unit can be added to any Guarding Army thereby making it harder to take a base containing a Wizard Unit. Mark any Wizard unit on the map with a "W".

Scout Units: You can hire a unit of scouts to investigate unexplored terrain and settlements in a given hex. One scout unit can explore two (2) hexes (20 square miles) each season. The

scout unit consists of wilderness men, explorers, cartographers, soliders, and wagoners. The cost is \$1,000 per scout unit per month. There is no maximum number of scouts that can be hired nor do they count against the military unit maximum. If desired, a realm leader can do this same exploration but it will count as one of their two actions for the turn.

Make War: The Make War action allows a realm to attack neighboring 10-mile hexes in the hope of expanding the size of its territory. Launching a military attack costs a realm \$5,000 gp times its military strength and consumes the realm's military strength in resources. (Mercenary units are not part of the calculation as they are expensed when recruited.)

Note that the realm can voluntarily attack with a lower military strength in order to decrease the cost of the attack. If the realm used some of its military strength to affect its Diplomacy check during the discontent sub-phase earlier in the turn, it must lower the size of its attacking force by at least that amount. Any such reductions do not permanently lower the realm's military strength; they only reduce the effectiveness of the attack. A realm that wishes to make war must attack with at least strength of one (1).

Example: Harloon, with a military strength of 7 that used 2 points of its military strength during the discontent sub-phase can attack with strength of 5 for a cost of 50,000 gp and 5 resources. If it chose, it could attack with even lesser strength – say 3, at a cost of 30,000 gp and 3 resources.

If the ruler of a realm is a Wizard, they can add themselves as a "Wizard Unit" during the Make War action. This will add the appropriate military strength to the conflict. However, because the ruler is busy with the military campaign, they cannot perform any other actions during the campaign turn. Therefore, if the ruler engages in the war process, they will only get one campaign turn and it will be the "Make War" action.



Capture Points: To resolve an attack, the realm draws a card and adds the greater of the commander's War skill or the mana casting cost of the spell (minimum 1 for a land) to the military strength the realm is attacking with. The result is the number of "capture points" the realm earns. These points are then used to capture squares that are adjacent to territory already controlled by the realm. Use the capture point costs below to determine the territory that was conquered. Unused capture points have no value and are disregarded after the Make War sub-phase is over.

| <u>Terrain</u> | <u>Capture Point Cost</u> |
|-------------------------------|---------------------------|
| Plaines (White) | 4 |
| Forest / Jungle (Green) | 6 |
| Hills / Mountains (Red) | 9 |
| Swamp (Black) | 7 |
| Coastal / Islands (Blue) | 5 |
| Deserts | 2 |
| Contains a River | +2 |
| Contains a Base | +3 |
| Contains a Guarding Army | +6 |
| Guarding Army and Wizard Unit | +9 |
| Belongs to a strong neighbor* | +3 |

* A square that is contained within the borders of another realm with a military strength greater than that of the attacker (before adding mercenary strength).

Example: Let's suppose that Harloon is attacking with a military strength of 7. Harloon draws a spell worth 6 mana resulting in a total attack strength of 13. Harloon can now expend these capture points in exchange for squares along its borders. It might, for example, pick up a contiguous check of 3 plains squares for a total cost of 12 capture points. Or, Harloon might capture an enemy mountain square containing a base (9+3= 12).

Each square purchased with capture points must be adjacent to the realm's borders or adjacent to another square already purchased. Realms can capture squares that are not controlled by other realms. Capturing a square that belonged to another realm automatically results in a state of war between the two kingdoms and increases the ill-will between them to no less than 12. If the current ill-will is greater than 12, it remains the same, otherwise, the ill-will increases to 12.

Capturing Capitols: A realm that manages to capture the capitol of another realm conquers that realm and automatically picks-up all the territory and half the treasury. This effectively removes the conquered realm from play. Alternatively, the conqueror can install a friendly government of its choice in the realm. In this case, the conquered realm remains in play and gets a new government. The conqueror chooses the Calling and Demeanor of the new government and the ill-will between the two kingdoms starts at 3.

Plunder: Whenever one realm captures a base that belonged to another realm, the loser must forfeit 25,000 gp from his treasury, half of which goes to the conqueror. If the loser doesn't have enough gold, he loses what he can and the conqueror receives anything in the excess of 10,000 gp. After this operation, the base is still operational and can be housed with a guarding army of the victor. However, if the conqueror so chooses, he can Raze the base thereby destroying all buildings and disbanding any citizens in the area. This is considered an "evil" act and it adds +3 to the ill-will between the two realms. However, the benefit is that the conquering army receives double the normal plunder from the vanquished.

Build Guarding Army: Another action that can be completed during the action sub-phase is to build a stronghold and deploy part of its armed forces as a guarding army. The realm pays 25,000 gp, expends 10 resources and lowers its military strength by -1 (one). It can now place a guarding army in any square of its territory. There is a maximum of one (1) guarding army in any one 10-mile hex.

Conduct Diplomacy: This action can be used to improve the relations between a realm and its neighbors. To conduct diplomacy, the realm picks a target kingdom and expends 10,000 gp and makes a Diplomacy check against the current ill-will of the opposing realm. If the check succeeds, subtract 1 from the ill-will between the realm and the target kingdom. The draw can be adjusted by +1 for each additional 10,000 gp spent. Other gifts or items of value can also add to the card draw depending on the circumstances and the item(s) offered.

Hold Festivals or Games: A realm can hold public games or a religious festival to bolster the morale of its citizens. Holding games or festivals costs money but yields the realm a bonus to its discontent sub-phase Diplomacy

check next turn. Games and festivals come in three types: simple, impressive and elaborate.

| Type | Cost | Bonus |
|------------|-----------------------|-------|
| Simple | 100 gp x population | +1 |
| Impressive | 500 gp x population | +3 |
| Elaborate | 1,000 gp x population | +6 |

Thus, if Harloon with a population of 73 wants to have an impressive festival, it would cost 73,000 gp. This would yield a +3 on the next Diplomacy discontent check.

Buy / Sell Resources: A realm with spare resources during its turn can use an action to convert those resources into gold pieces that it can add to its treasury. Each unused resource point nets 100 gp.

Conversely, a realm that hopes to perform an action that requires more resources than it has can use its second action for the turn to temporarily purchase additional resources. Again, each resource point purchased costs 100 gp. Note that purchased resources are good for the turn of purchase only. They do not actually increase a realm's resource rating.

Build Base: The realm can establish a new base within its borders at a cost of 25,000 gp and 25 resources. Place the base in any hex that doesn't already feature a base.

Fortify a Base: With this action a realm can fortify one of their existing bases. This entails building walls, moats, defensive siege engines, and so forth. This is normally done for the Capitol City but any base can be fortified. The cost is 25,000 and 10 resources for each successive level up to a maximum of six (6) levels. Each lower level must be built before a higher level. Only one such action each campaign turn is allowed. Each level adds +1 to the capture cost to take over the base. The costs are noted as follows:

| Level | Cost | Resources | Modifier |
|-------|---------|-----------|----------|
| I | 25,000 | 10 | +1 |
| II | 50,000 | 15 | +2 |
| III | 75,000 | 20 | +3 |
| IV | 100,000 | 25 | +4 |
| V | 125,000 | 30 | +5 |
| VI | 150,000 | 40 | +6 |

Example: Harloon wants to fortify it's mountain capitol. Last turn it had started the process and spent 25,000 and 10 resources to gain a +1. This turn Harloon spends 50,000 and 15

resources to get to level 2. Thus, Harloon had spent a total of 75,000 and 25 resources to get a +2 modifier. The maximum Harloon could ever spend is (25K+50K+75K+100K+125K+150K) 525K gold pieces for a level 6 fortification.

Move Capital: By spending \$100,000 gp and 50 resources allows the realm to move its current capitol to another base within its borders. The new base becomes the capitol, and the old capital becomes an ordinary base.

Espionage: The realm can engage in any kind of spying or covert activity against another realm. To check for success, the ruler of the realm must make expend 10,000 gp and 5 resources. After the expenditure, the ruler must draw from the referee's deck against a Challenging (9) Wisdom check. Each additional 10,000 gp adds another +1 to the check success draw. If the check is a failure by 3 or greater points, the realm is immediately subject to a *Political Strife* random encounter with the target realm. Otherwise, it's a normal failure without political consequences.

If the Espionage check is successful, the realm ruler can do any of the following items, or some other item allowed by the referee:

- Foster Bandits – As the random event
- Controversy – As the random event
- Assassination – As the *Death* random event
- Food stores Damaged – Random event
- Reveal the nature of diplomatic agreements between two domains (one must be the original target realm)
- Catalog troop movement or stationing for one turn
- Determine any one item on the opposing realm's control sheet (Calling, Demeanor, Wisdom, Military Strength, etc.)
- Trace the responsibility of an espionage operation perpetrated against your own realm.



Free Actions: The actions noted below do not count against the two active actions allowed per realm turn. These actions include Decree, Grant, Move Armies and Disband Armies.

Decree: This action is a catch-all for special missions the ruler wants his subordinates to undertake. A decree cannot affect another ruler's realm in any way nor can it change the loyalty level of his kingdom. The cost is normally very small; \$1K and 1 resource to fund the degree. Beyond these guidelines, a decree can have any effect the referee deems appropriate. Some possible effects include:

- Passing one-time tariffs, seizing assets, razing a town within the kingdom, etc. This could generate \$1K to \$10K depending on the action.
- Pass a favorable or unfavorable law. The results depend on the discontent of the realm and how the populace reacts. (Choose a random card to determine the effects if needed.)

Rulers cannot run wild with this action. No king should have more than two decrees in a turn. Every action is likely to have repercussions later in the game.

Grant: A ruler may bestow promotions, gifts, or titles any time he chooses. He can sponsor the arts or sciences, fund an expedition, elevate a commoner to a noble rank or give gold or treasures. A grant can take almost any form desired and have any gold or non-gold value. The impact to the realm will depend on the grant and it's value. A grant at best will have a minor role-playing effect such as a temporary increase in popularity. The actual effect depends on the monetary value bestowed. Only gifts in excess of \$1,000 should have an impact so that such gifts can be tracked on the realm control sheet. The referee will judge the impact of the grant.

Move Troops At the ruler's command, any troops loyal to him march to any site in his realm. Moving troops costs \$1K per unit per 10 provinces / hexes (10 miles) of distance. For example, \$1K could finance one unit to move 10 hexes (100 miles) or 5 troops to move two hexes.

Disband Armies: As specified in the Treasury phase, a ruler is always free to dismiss army units or mercenaries from his service. Regular army units simply break up and go home. Disbanding a mercenary unit, however, requires a successful challenging (9) diplomacy check (using the referee deck). If the check fails the mercenaries become brigands and begin raiding the area in which they disbanded.

RESOURCES

Several of the actions a realm can take during its turn require the expenditure of resources. A realm cannot take a combination of actions that require total resources that are higher than its resource rating. Thus, a realm with a resource rating of 40 cannot build a base (25 resources) and move its capitol (50 resources) during the same turn.

Please note that resources cannot be saved up from turn to turn. Any resources not expended in a turn are gone.

3e. Adjustment Sub-phase

During this phase, adjust the appropriate realm control sheet to reflect newly acquired (or newly lost) squires and the resulting gain in population, resources, tax income, encounter modifiers, and so on.

4. Recording Phase

The realm control should record on a log page the random event, the even resolution, Action 1, Action 2, and any possible interactions with other realms. This will help track world changes and provide rumors and adventures for the characters.

Wizard Kingdoms

As a character get more powerful, they may want to establish their own base of operations, castle, tower, or sphere of control; much like a fledgling kingdom. In order to do so, a Wizard must acquire the kingdom as any other ruler. Over time, this fledgling domain can even grow into a powerful nation provided the character can live long enough and rule with wisdom.

In many cases a Wizard does not have to establish a traditional kingdom but rather an area of control will suffice. These areas can be anything from a kingdom, to a thief's guild, to a holy order. Any type of organization is possible as long as the ruling wizard has control of their area, is the undisputed "ruler" and can apply the kingdom rules as noted above. (Levy taxes, support an "army", etc.)

There are rumors that ancient wizard-kings had secret rituals that would link the life of the wizard to their land. This ritual is lost in antiquity but if it could be found it would be a big benefit to a wizard attempting to maintain control of their domain.

Starting a Kingdom

To start a kingdom, the character must control at least one 10 x 10 mile area of land (100 square miles). This can be accomplished by buying the land from the current owner, taking and defending it by force, having it bequeathed to them, etc. Once that is established, the character declares themselves the ruler of the area, give their new kingdom a name, heraldry emblem, and initially clear it of all hostile creatures, armies, and threats. Once that is completed, the character must rule their new kingdom per the rules noted above.