

BOOK OF WISHES

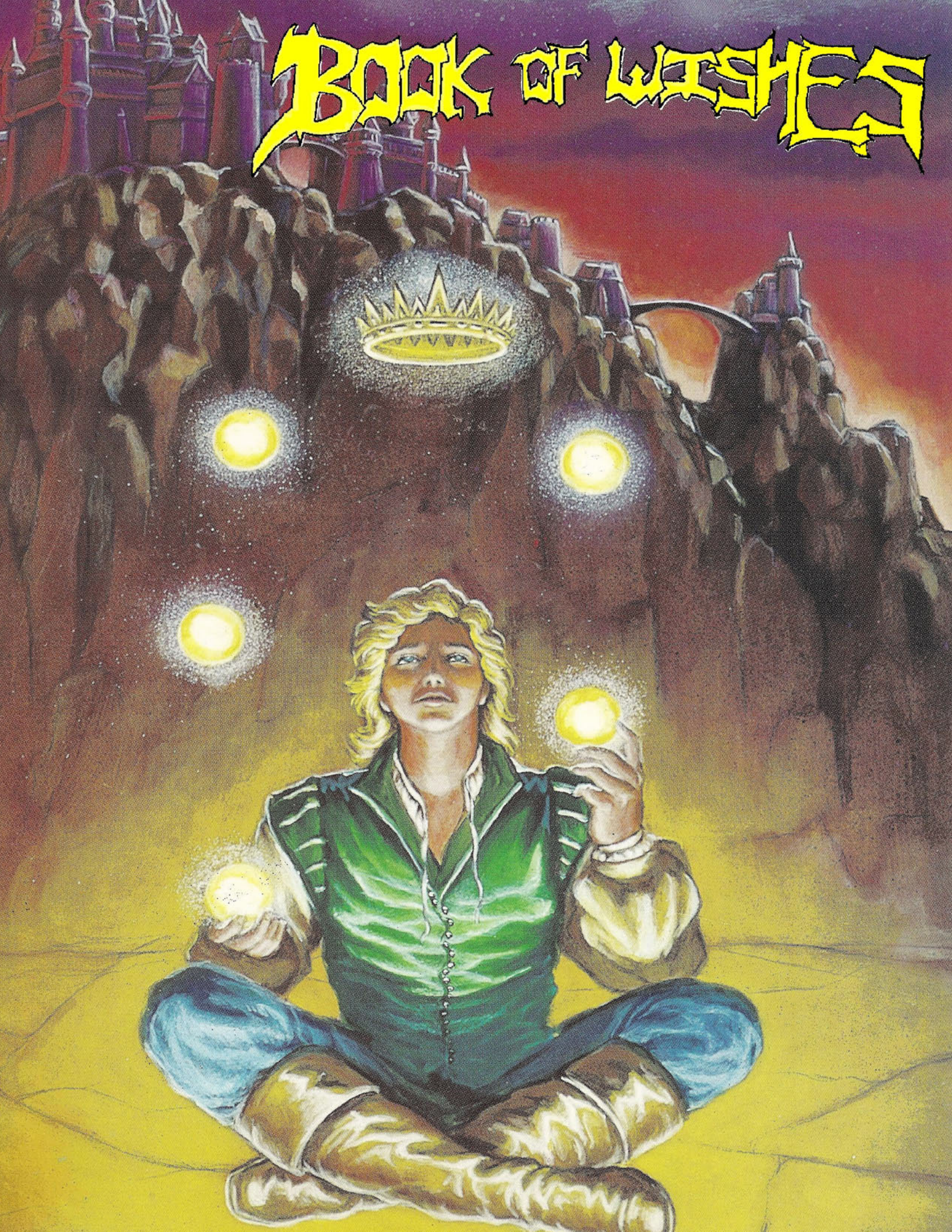


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INTRODUCTION

Magic is the use of power unknown to the mundane. Only the learned understand how to tap the supernatural energies contained everywhere in the environment. Whether the magic is used by a mage, a spell singer, an enchanter, an alchemist, or some other spell caster, it is a channeling of potent might. The feeling of wondrous power and exhilaration are unknown to the common man and reserved only for those immersed in the supernatural.

This book brings more of the majesty and mastery of magic to light. Those spell casters previously mentioned will find more detail and more spells. In addition, new spell casters with different philosophies on magic are presented for those seeking more. For those game masters using the **Legend Quest** rules, please understand that the information in this volume could very well change the structure and focus of your campaigns. While it should enhance your games, it is up to you whether it will be included or not.

As before, all spell casters basically need the same components to successfully cast a spell: power levels and spells. Power levels will provide the raw energy necessary to produce magical effects. The more power, the more spectacular the effects will be. Spells and their control levels provide the focus for that energy. They shape it and direct it as the spell caster wishes, limited only by the caster's skill.

Each type of power level is a separate and individualistic skill. One spell caster's power cannot be used to cast another style of spell. The philosophy and thought process necessary for collecting magical energies is so different as to make each type of magic mutually exclusive. Centuries of research up to this point have not led to any major breakthroughs in this one magical constant.

Glossary

Many times the glossary is hidden in the back of the book where the reader will not see it until after reading all the way through. In an effort to give the reader a quick understanding of some possibly unfamiliar words, the glossary has been placed first. It is intended to help give those new to Legend Quest a starting point to help them to understand the rules.

Accuracy - The ease or difficulty of casting a particular spell.

AoE - Abbreviation for area of effect, the space or number of people within the effects of a spell.

Attribute - One of the six standards by which a character is measured. The six attributes are Strength, Knowledge, Endurance, Willpower, Agility, and Psyche.

Base - The accuracy, range and area of effect of a spell if no control levels are used to add marginal modifiers.

Campaign - A series of adventures in which the party remains basically the same.

Control Levels - Skill allowing focus in a specific spell. Control levels allow the caster to utilize marginal modifiers.

CoS - Abbreviation for chance of success, the percentage probability of a given task ending as the player intended.

CP - Abbreviation for character points, the points used to create or improve a character.

Die Multiplier - The amount by which a die roll is multiplied to arrive at the die total. Used mainly for damage.

Fatigue - The amount of mental damage a character can withstand. Casting fatigue is the fatigue damage taken while casting a spell. Sustaining fatigue is the fatigue damage for maintaining a spell that has already been cast.

Formula - An alchemist spell. For the purposes of this book, the terms "spell" and "formula" can typically be interchanged.

GM - Abbreviation for game master, the judge and overseer of the game.

Marginal Modifier - Increases to a spell's base accuracy, range and area of effect. Marginal modifiers are gained through the use of control levels and are listed after the slash in the spell descriptions. Marginal modifiers for alchemist and enchanter spells affect the casting time or the accuracy.

Party - A group of adventurers working together.

Power Levels - Typically power level. The amount of magical energies that a spell caster can gather for spell casting. Common abbreviation is Pow.

Race - The type of being the character is, such as elf, dwarf or human.

Range - The distance between two opponents. Used in magic and projectile combat.

Spell Specific - Relating only to one spell, not the entire classification. Control levels are always spell specific, while talismans may or may not be.