

### **The Feldling Mages: Escape from Drumdoll Village**

*Helen Rochak, 15, is a changeling - she is also a mage. Her race is Feldling (similar to a Moorlock.) Her skin is covered in blemishes, she has lived outside of the caves for a long time and the Sun's rays are a catalyst for her unique disease - skin growths (common among her people.) She can cast spells to keep it at bay, but that uses energy, which she needs to survive and do battle. She has been held captive in a village-prison for eight months.*

‘They keep coming at me. All day I’ve been fighting... So this village I’m trying to leave, I was technically an inmate, but considered myself a prisoner of war - after all, what were our crimes? But being Feldlings, living in caves that the Werewolves wanted for some grand development scheme. I’m nearly out now, but some very senior, and powerful Wolves patrol the gates. And they are much stronger warriors. I’m only a child. Granny says my magic is strong, but what does.. did... she know? Just have to get to the city - so I can disappear.’

Today, Helen has made it to the outer rim, unobserved.

‘Battling sentries is unavoidable here and I killed three today. I have to catch this one alive, to drain its energy - else I’ll not survive another battle.’

Helen slips between two tall, thin trees. And slides carefully through the long grass, kicking out and staying low. Crawling over the lip of the hill. Her plan is to get behind him and perform a drug tapping spell to put him down quickly and easily - she has some opium in her blood-bank (implant.) Then she will do a basic energy drain, easy. This is her plan.

‘Ho, Benny!’ in a guttural growl, Felix calls to his friend (another Werewolf.) ‘What are you doing in this sector?’

So there are two of them, both in wolf form. The only other spell she can think of that won’t overdrain her would be creature speak - she knows *plant* as well as *sea creatures and aliens*.

She just got out of the woods, and there was something back there. An aggressive vine which grows on the mighty Kauri and climbs the tree then spreads out - until it is able to isolate the tree from any nutrients, effectively killing it. If she can convince this vine to come to her and attack one of them - that’s a big if... She could just about manage drug-tapping the other.

Helen calls to the vine, and claps her hands together, whispers a quick mantra three times. As she brings her hands apart a squeal ripples through the woods behind her, all of the noise reaches Benny and Felix. They turn and lifting mighty legs, pump it hard in a sprint to her. She spreads her palms out to begin the drug tapping incantation, but both of them are already in her face. Felix throws a backhanded right open-palm at her head, aiming for her throat. She dodges by stepping back. As he turns, he flings another paw at her, this time with claws out and low - She doesn’t notice in time and it catches her under the rib cage. With the force of the blow he carries her, his grip still attached to her wound. Dragging her with him, into the opening.

Benny stomps on her head, but she is still whispering. The pain in her head is as a hammered wedge chipping at and scratching her eyeball. The energy leaves her hands and she

presses into the ground - the blue flame seeps in between the blades of grass. Benny tries to resist as the energy climbs up his leg. It's too late, it already has him. He slows down, pulls his foot up - and stares at it for a few seconds as the opium kicks in.

Helen tries to pull herself away from Felix but his claw is deep in her, and he hugs her to him, to protect his friend, ready to choke her and rip off her head...

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## Spell Types

illusion, (to create a realistic replica of anything, often used as a distraction but can be used to drive someone to their death.)

ethical epiphany, (to morally redirect someone's path in life)

fire (a battle spell, used to increase, decrease and spark flame)

empathy (to understand something outside of yourself (anything which possesses life, not just people), without need for communication)

mind-reading (self explanatory - powerful version includes the ability to manipulate others)

teleportation (self explanatory - simple version is to wink in and out of reality over a ranged area. Powerful version can teleport anywhere on the planet and even to other planets - but with less accuracy of location.)

motion (similar to telekinesis, the caster can move objects and call to objects with their mind, to pick up things out of reach, and to push with force.)

Weather (controlling weather patterns. the more powerful version includes intimate control of ferocious types of heat/cold, natural disasters, etc. And can be used in hand to hand combat.)

summoning, (to give life to a new creature, which draws on its environment and the conditions of its creation for a persona of its own - a very powerful spell.)

black magic, (usually hurtful demonic spells and voodoo)

necromancy (speaking with dead people)

spirit magic, (calling upon the spirits of nature and the dead to help in a dire situation)

animation (puppeteer for dead bodies or inanimate objects),

transformation, (mutating one's body into any useful shape - can be used to imitate. Cannot change into complex objects like electronics)

shapeshifting (Many Feldlings are natural shapeshifters with one type of creature, however this spell can allow the caster to become many different types of creature, as many times as is cast.)

eyes, (to see from another's eyes, or to see everything - to see something specific from a long distance, one must know what they want to see)

plague (touch of death from disease)

superpowers (flight, lasers, cold breath, strength),

energy drain, (to absorb the life energy of another, can be used to heal wounds - doesn't work on dead or dying. Also used to store kinetic energy or healing ability - for a perceived event - must be used within one day of casting. Only works on people.)

drug tapping - Release a ranged energy blast into the ground, which can enter a target connected to the ground and infuse them with any drug in the caster's blood bank (an implant holds various drugs in a closed off part of the body, and in the blood, of the caster) the energy is a transfer-system which dematerialises the blood and results in injecting the blood of target with chosen drug.

### **Other Specialties**

brainwashing, (to create a false memory for someone that is extremely difficult to disbelieve.)

making, (a knack for finding the true nature of an object and sculpting something perfectly.)

dismantling, (to take apart something with little effort and without needing direct physical contact – an extreme version of this spell can be used to take apart a person's identity, this process can then be manipulated freely by the caster.)

creature speak (a simple spell for communication with non-person living things - adept mages can usually manipulate those they talk with. There are five types of this spell: bugs, reptiles, sea creatures and aliens, animals, plants)