

## Greater Mage

Ability Requirements:	Intelligence 18 Wisdom 16 Constitution 15 Dexterity 12
Prime Requisites:	Intelligence Wisdom Constitution
Races Allowed:	Any allowing Mage (Teaching <i>all</i> schools of magic)

Mages of the Greater Path are those who have chosen to devote their lives to the art of magic, not merely settling for the ability to cast spells which have been memorized the night before, but rather to understand the weave<sup>1</sup> and learn how to manipulate it at will.

Any Greater mage must start their tuition along the lesser path, achieving at least 5<sup>th</sup> level as a lesser magician before they can begin to understand the weave and how to truly control it. The Greater magician progresses using the same experience table as a magician of the lesser path, except that no 10% experience bonus can be collected due to high ability scores.

Because of the Greater mages devotion to magic and need to keep their skills finely tuned, a greater mage can never be a multi-class or dual-class character.

The Greater mage casts spells by drawing upon the limitless energies of the weave and shaping them into the desired form at the time of casting. Focusing these energies however, puts great strain on the wizards physical body as well as his mind, requiring a minimum of 15 Con and 18 Int.

The wizard has a number of spell points which are used to cast spells; one point relating to one spell level. A Greater mage using 3 spell points, could thus cast a third level spell, a second and a first, or three firsts. Unlike a mage of the lesser path, these spells can be chosen at the time of casting.

The amount of energy which can be used before requiring rest is equivalent to:

<previous level> + <level before previous level> + ...

Thus a 5<sup>th</sup> level Greater Mage would possess 10 Spell Points (4+3+2+1 = 10).

The calculated Spell Points are shown on table 1, alongside the equivalent number of spell points which a mage of the lesser path possesses.

When a lesser mage makes the decision to study the magic of the greater path, he must seek training from those who have already mastered the art. This intense training lasts 1 year + 1 year per three levels of the lesser mage (round fractions up), and will cost around 20,000gp per year (payable before training commences).

During the first year of the mages studies, his mind is conditioned for the learning ahead. He is put into a focused trance in which he will spend the remaining years of his study. If for any reason this trance is broken by contact with the outside world, the mage must spend an additional year in training while his mind is reconditioned.

After the mages training is complete, because of his lack of practice in physical combat, he receives only 1d2 hit points per additional level he gains. This is often made up for by the hit points gained from the high Constitution score required to become a Greater mage.

**Table 1: SPELL POINT PROGRESSION**

Level	Lesser	Greater
1	1	-
2	2	-
3	4	-
4	7	-
5	11	10
6	14	15
7	20	21
8	27	28
9	32	36
10	39	45
11	51	55
12	66	66
13	78	78
14	85	91
15	94	105
16	115	120
17	130	136
18	139	153
19	147	171
20	162	190

A Greater mage has an additional Spell Point per level of experience for every two points of Con, Int or Wis he possesses over the class requirements.

The Greater mage can cast spells at half his level again by paying eleven times the spells level in spell points and making a successful Con check. For example, a 13<sup>th</sup> level Greater mage wants to increase the effective caster level of a *Dispel Magic* spell so that its power will be as if a 19<sup>th</sup> level mage (  $13 \times 1.5 = 19.5 = 19$  ) had cast the spell. He expends 33 Spell Points and makes a Con check. A failed Con check indicates that the magician cannot handle the extra magic flux and overtaxes his system, causing him to collapse (unconscious for 4d6 turns).

The wizard regenerates his level in spell points for every hour of sleep, or half his level in spell points (rounded up) per hour of meditation. Whilst meditating, the Greater mage must be in a relaxed, relatively quiet environment. He is aware of his surroundings, but can not perform any actions without breaking his meditation.

If it is necessary, the greater magician can draw upon forces deep within his own being. The magician can draw upon extra spell points equal to his strength and

<sup>1</sup> All encompassing magical grid of energies from which all magic flows.

constitution added together. This however is risky, each time the magician draws from these points, he must make a system shock roll to stay conscious. Failure means that the magician falls into a coma lasting 4d6 hours (the spell is still cast successfully). When these points are used, an equal number of points is subtracted from each ability score, if the number of points to be subtracted is an odd number, the greatest value is subtracted from the lowest of the two scores.

For example, a Greater mages life depends upon casting the 7<sup>th</sup> level spell *Teleport Without Error* to escape from the Shadow Dragon, who's lair she has just stumbled into. Usually the Shadow Dragon would be no match for this particular mage of the greater path, but at the end of a long day, she finds herself with only 2 spell points remaining. She digs deep within herself and finds the power to cast the spell, expending her last two spell points and subtracting 2 points from her Con of 15 and 3 points from her strength of 11. The spell is cast and she rolls 86% on her system shock roll. Again, 86 would usually be a passed system shock roll for her, but her Con has been reduced by 2 points, meaning that she has failed by 1%. This is not her day, she awakes 14 hours later at home, away from the bothersome dragon, but very annoyed at the prospect of having to spend the next week in bed to regenerate from her ordeal.

If either of these scores reaches zero, the magician will fall into a coma lasting a number of hours equal to his level, after the duration of the coma has expired, he will die. Only the *Heal* spell can prevent death, restoring ability scores of zero to but one point. Complete rest will replace lost ability scores at a rate of one per day. Until the lost ability scores are replaced, natural healing will be at half the normal rate and no spell points will be replenished.

When the Greater mage learns a new spell, it is added to his spell book in a similar way to the lesser mage, although the Greater mage does not require the spell book to memorize his spells from. A Greater mages spell book is kept only for reference, this is usually taken while out adventuring to study from, but is not required for the casting of spells.

Part of the Greater mages training includes the teaching of two extra abilities; The wizard can use *ESP* and *Levitate* with the same effect as the spells of the same names (*Levitate* can only be used by the wizard on himself in this way), except that these abilities can be used at will, not requiring verbal, somatic or material components, and each costing two spell points per turn. Other spells can be cast or actions taken once these abilities are in effect.

The Greater mages THACO progresses using the same table as other wizards, although a Greater mage is never proficient with a weapon of any kind, and as such has a -5 penalty to hit using any weapon. If the mage was proficient with a weapon before his training, these skills are lost.

Wizards of the Greater path often carry staves with them, even though they are of little use to them in

melee combat. The wizards staff is seen as an identifying feature of his skills. For higher level mages, these are often very ornate, and magical more often than not.

Although Greater magicians are able to use the same wide range of magical items as any Lesser magician, they disdain from using any item which replicates a spell effect they could create with their own powers. Wizards using magical items on a regular basis is viewed very dimly by the Greater mage, seen as an obvious sign of weakness. For this reason the Greater mage, although he may have many magical items in his laboratory to study from, will never take more than four magical items out adventuring, and likewise will never carry more than this with him on a regular basis.

### Specialist Wizards

A specialist wizard must spend an additional year in training per school of magic he is not familiar with, as the gap in his knowledge is filled. Specialist wizards will end the training as any other Greater mage, with the following alterations:

- Spells from any schools of magic which were not allowed by the wizards previous class are cast as if the wizard were two levels lower.
- Spells cast from the wizards specialist school are cast as if the wizard were one level higher. Note: this will not give the wizard access to spells he did not already have access to, it only serves to enhance the power of his existing spells.
- Opponents save vs. spells with a -1 penalty when the spell is cast from within the wizards specialist school.
- The wizard receives a +1 bonus to saving throws made against spells cast on him from his specialist school.
- The wizard gains a bonus 15% to learn spells from within his specialist school, allowing him to learn these spells automatically.
- The wizard receives a 25% penalty to learn spells from only those schools which he was not previously familiar with.
- When the wizard attempts to create a new spell (using the rules given in the DMG), the DM should count the new spell as if one level less (for determining the difficulty) if the spell falls within the school of the specialist.

Specialists who follow the teachings of the greater path are given the title 'Greater' followed by their specialist type, for example a Transmuter would hold the title 'Greater Transmuter' after his training.

A wild mage can not become a Greater mage under any circumstances. This is partly because of their lack of mental control and understanding, but for the most part because a Greater mage will refuse to teach one who abuses the powers of the weave in this way.

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