

NET ADVANCED DUNGEONS & DRAGONS PLAYERS SUPPLEMENT

Edited by Dave Medvitz

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Welcome to the Net AD&D Players Supplement. In these pages you will find numerous variations to the "standard" AD&D "rules". All the articles within have been written by various members of the netnews.rec.games.frp or the ADND-L. For the most part, the information enclosed will have been playtested and in a workable form. In others, you may have to make further adjustments to fit the ideas into your campaign.

Please note that spells are included only when necessary, as this is not a spell list, but a collection of other articles related to the AD&D game.

Some of the material in this compilation is copyrighted by the article author, but in all cases, permission is granted to pass on the material so long as no profit is gained.

I am interested in acquiring any changes that people make to the enclosed material as well as additional material to include in future versions of the supplement and ask that people send me these for inclusion in future versions. I would like to post updated Supplements every 2-4 months and will do so provided that there is sufficient additional information to do so.

Also, if anyone who receives this document would mail me and inform me of its usefulness, it would be appreciated.

Contributing Authors:

Brandon Cope	J Vaughan	J O'Sullivan
William Todd South	David M Girardot	Roger Terrell
J. Wayne Chastain	The Harlequin	Dean Dretske
Sunjeev "Sunny" Gulati	The Dread Pirate Roberts	

...And probably some that I missed

Enjoy,

Dave

dm57@andrew.cmu.edu
dm57@andrew.bitnet

CLASSES

THE DEMONISER

Demonisers are another magic using class who instead of casting spells to achieve an effect or aim, they summon a demon, daemon or devil to carry out their bidding. They draw upon occult and dark powers to open a gate to other planes and then to summon a being through the gate and control it.

As with magic users, demonisers are weak in combat, however they can call on powerful demons to fight for them. Demonisers may not wear armour of any sort but may use magical means of protection such as cloaks. Their first weapon proficiency must be used for a staff which all demonisers carry. They may also use daggers and darts at higher levels as can wizards.

A demoniser unlike magic users however does not draw on power from the positive or negative material planes but draws upon his/her own power to practice his art. The demoniser class uses a point system to reflect his/her power to summon beings from the lower planes. Instead of the standard research into magic that a mage might practice, a demonisers study is devoted to researching the names of lower plane beings. These names are the actual individual names of beings, not their race names. Discovering the name of a demon also grants the demoniser the knowledge of the

incantations for protection from and control of the demon as well as the ability to summon it.

Each time a new level of experience is gained the demoniser may add a few more names to his list depending on their hit dice. For example a first level demoniser would have already discovered the names of either 2 one hit dice demons or 1 two hit dice demon.

When he/she advances to second level he gains 4 more name's/hit dice, and so could discover the names of 4 one hit dice demons or 1 three hit dice and 1 one hit dice or 2 two hit dice or 1 two hit dice and 2 one hit dice or of course 1 four hit dice being. These names should be created by the DM and recorded along with the relevant details of the being. The demoniser should merely have access to the name.

Demoniser Advancement Chart

XP	level	HD Discovered	Title	THACO	Name/HD
0-2500	1	1	Researcher	20	2
2501-5000	2	2	Dabbler	20	2+4
5001-10000	3	3	Occultist	20	6+6
10001-20000	4	4	Incantant	19	12+7
20001-40000	5	5	Shaman	19	19+8
40001-60000	6	6	Controller	19	27+9
60001-90000	7	7	Summoner	18	36+10
90001-135000	8	8	Key Master	18	46+11
135001-250000	9	9	Gate Keeper	18	57+12
250001-375000	1	10	Demoniser	17	69+13
375001-750000	1	10+1	Lord of Manes	17	82+14
750001-1125000	1	10+2	Lord of Imps	17	96+15
1125001-1500000	13	10+3	Lord of Lemures	16	111+16
1500001-1875000	14	10+4	Lord of Gargoyles	16	127+17
1875001-2250000	15	10+5	Lord of Horned Devils	16	144+18
2250001-2625000	16	10+6	Lord of Succubi	15	162+19
2625001-3000000	17	10+7	Lord of Aishapra	15	181+19
3000001-3375000	18	10+8	Arch-Demoniser	15	200+20
375000/level		+1/level			+20/level

If a particular being is destroyed on the Prime Material Plane, then it cannot be summoned again for 12 years possibly putting it out of the game for good.

Demonisers are not trained by other demonisers as they advance in levels but must spend 1,000 gp x present level in research costs to gain the benefits of the next level. A demoniser will NEVER disclose the names of the beings that he/she has discovered to anyone as he/she will consider them to be his/her own personal property.

At the 4th level the Demoniser may call a Demon to him as a familiar. The demon exists in this plane as a true material form. This familiar has the same effects as a magic users familiar upon the demoniser. The creature must be of 4 hit dice or lower. (see Table II.)The association is parasitic and hence treat this as a Find Familiar spell for Magic users. i.e. if the Familiar dies then the Demoniser must make a system shock roll or suffer the same fate.

As far as the demoniser is concerned Devils, Daemons, Imps and Gargoyles etc are all classified as demons and he may therefore summon them.

Because of the Vast amount of research and learning associated with this discipline the Demoniser cannot be multiclassed or dual classed as he/she would not be able to devote time to training in another discipline.

Demoniser make saving throws as a Magic User.

The basic requirements for a Demoniser are as follows

Races Allowed:

Human, Elf or Half-elf

Min Ability Scores:

Strength	none
Intelligence	15
Wisdom	12
Dexterity	none
Constitution	none
Charisma	15

Alignment:

Because of the dark occultist nature of this art the demoniser cannot be of a GOOD alignment but can be neutral or evil in any respect.

Table II

Familiar	Roll on d20
Mane	1-6
Lemure	7-11
Death Dog	12-15
Imp	16-18
Gargoyle	19-20

Summoning Demons.

Summoning a Demon, devil etc requires 3 rounds to accomplish as the method for doing so is in three parts.

1. The demoniser must inscribe a protective ring on the floor (usually a pentagram) and sprinkle arcane powders and incences in the ring. (These will be decided by the DM dependant on the demon. The DM will tell the player what Powders etc are required when he gives the player the Demons name.) The Demoniser also chants powerful protective incantations around the ring to protect him/herself from the demon. He/she then steps into the ring and begins the second stage of summoning. Opening and Warding the gate.

2. Once the demoniser has completed the protections around him/herself he/she will begin to open a gate to one of the Lower Planes, this requires 4 Summoning points. However in so doing he/she also makes it possible for other stronger demons to push their way into this plane. Therefore he/she also sets a ward on the gate which repels all but the demon he/she calls essentially creating a channel for one type of demon to come through to the present plane.

The summoning of a demon requires 4 x HD (no of hit dice of the demon) summoning points. If the demoniser does not have the required number of summoning points then he/she is unable to keep the gate open and it slams shut before anything can enter this plane. It is also possible that the ward has been badly created, due to the inexperience of the demoniser, and that a greater demon will push through to this plane. The chance of this is shown in Tables IV.I and IV.II. Demons will be pulled back to their own planes 15 rounds after being summoned, but the demoniser may opt to spend an additional 1 summoning point per hit dice of the demon to maintain it on the prime plane for an additional 15 rounds.

3. Once the Demoniser has successfully called a demon (It may not be the one he/she wanted) he/she must strive to bring it under his control. There is a possibility that he/she may not be able to control the demon dependant on how much more powerful the demon is than he/she. The chance of controlling a demon is based on the difference in level between its level and the demonisers level, and the demonisers Reaction Adjustment due to his/her Charisma as can be seen from Table V.

Even if the Demoniser is unable to control the demon he may then try to bargain with it in an attempt to get it to do his bidding. (This section should be role played between DM and PC, However remember that Demons are bloodthirsty and cruel and may not settle for a token payment.)

If the bargaining fails and the demon tries to attack the demoniser, it must first make a successful saving throw versus spell to break through the pentagram. The dice is modified by -1 for every 3 levels of the demoniser. This is not a magical effect however so magic resistance would not be applicable. The protection is based on the same principle as vampires versus garlic and lycantropes versus belladonna. If the demoniser leaves the pentagram in the presence of the demon he has broken this protection and it cannot be re-established.

Summoning Points Table

Level	Pts Gained	Pts Total
1	2d4+6	2d4+6
2	3d4+2	5d4+8
3	3d4+4	8d4+12
4	3d4+6	11d4+18
5	3d4+8	14d4+26
6	3d4+10	17d4+36
7	3d4+12	20d4+48
8	3d4+14	23d4+62
9	3d4+16	26d4+78
10	3d4+18	29d4+96

$$3d4+20/lvl$$

Summoning Points are regained at 1 per hour whilst active, 3 per hour whilst resting and 5 per hour whilst sleeping.

Table IV.I

Chance of Ward Failure

Demons HD - Demonisers Level % Chance
Ward Failure

-5	0%
-4	1%
-3	2%
-2	4%
-1	6%
0	8%
+1	10%
+2	15%
+3	22%
+4	30%
+5	40%
+6	55%
+7	70%
+8	85%
+9	100%

If the ward fails to operate properly consult The following Table

Table IV.II

Random Demon Summoned in the event of Ward Failure

% Roll Demon Summoned Is

01-50	Demon Called
51-75	1 Hit Dice Higher
76-85	2 Hit Dice Higher
86-91	3 Hit Dice Higher
92-95	4 Hit Dice Higher
96-97	5 Hit Dice Higher
98	6 Hit Dice Higher
99	7 Hit Dice Higher
00	8 Hit Dice Higher

Table V

Controlling Demons

Demons HD --Demonisers Level % Chance to Control

-2	Auto Control
-1	85 + R.Adj.
0	55 + R.Adj.
+1	30 + R.Adj.
+2	10 + R.Adj.
+3	0 + R.Adj.
+4	-10 + R.Adj.
+5	-18 + R.Adj.
+6	-25 + R.Adj.
+7	-30 + R.Adj.

+8 -34 + R.Adj.
>8 No Control

R.Adj. is the demonisers Reaction Adjustment based on Charisma

Grunt

Level	XP
1	2600
2	5200
3	10400
4	26000
5	52000
6	104000
7	195000
8	364000
9	+390000/lvl

The grunts are a group of humans who used to live in the tropical wilderness of the world. A certain adventurer who journeyed there saved the tribe, and was thus set-up as king. Being a Fighter/Thief of exceptional intelligence, he started teaching the people of the tribe on becoming "sneak attack" type people. While he was training the warriors, he called them "grunts", and the name stuck.

Occasionally, some of the youngsters leave to find adventure etc.

Because of the type of training received, grunts turn out to be very dextrous and sound of body (DEX,CON,STR are main abilities).

Grunts usually do not use Very large weapons - ex 2-Handed Swords, Polearms. However all others are fair game.

Because of their required degree of agility, grunts cannot wear any armor more cumbersome than Chain mail. All grunts refuse to use a shield; it hinders their fighting style.

The fighting style of the grunts is 2-handed, ie automatic abidexterity. Because of their training, grunts do not receive the negatives to fight two-handed. If fighting with one hand, they can even use their fists as a second weapon for 1-2 points of damage.

Their "guerrilla" form of training gives grunts skill at climbing all forms of obstacles, moving silently and backstabbing. They cannot hide in shadows anywhere other than in thick forest or branches.

Grunts must be lawful in that they will do whats best for their group - ie they wont kill someone in their own group, and (in extreme cases) they will actually die to save the group. However, their attitude towards people outside their group can range from chaotic to lawful to kill-them-all.

Initially, all grunts start off with Tracking proficiency and blind fighting. Their tracking proficiency increases as per the ranger. They can also Swim, hunt and fish to some extent, though these would take proficiency slots to get up to level. They start off with 3 weapon, 2 nonweapon proficiency slots and increase in both at the rate of 1 every 4 levels. They can choose from the Warrior and General charts, as well as Herbalism, Jumping, Tightrope walking, Tumbling.

Grunts can use any magical items that a fighter can use.

Grunts get to specialize as a fighter does, only that in specializing they do not receive additional plusses to hit, but only that their rate of attack goes up as a fighter's.

Another practice of grunts is to use poison.

At 1st level, a grunt starts off with the abilities and bonuses as shown on the Grunt Skill Table.

Grunt Skill Table:

Skill: Base	Dex:17	18	19
Climb walls: 60%			
Move Silently:10%	+5	+10	+15
Hide in Trees (only): 20%	+5	+10	+15

Note that hide in trees means that if a person below looked up at the tree, looking for a hiding person, there is still this chance of not being detected. If the person is not looking, the chances are increased 50%.

When a grunt is hidden in a tree, he can move along the trees by rolling his move silent roll - nobody will notice them.

At 1st level a grunt receives 25 extra points to add to his scores. For every level after that he receives 15 extra points. No skill can go above 95.

The modifications due to armor DO apply. Using the base armor class of their armor consult the AC table:

AC Table

AC:	10	9	8	7	6	5
CW:	+10%	0%	-10%	-20%	-30%	-40%
MS:	+10%	-3%	-16%	-30%	-43%	-56%
HIT:	+5%	0%	-5%	-10%	-15%	-20%

The Ninja

The ninja is a subclass of the thief which exists in certain cultures, particularly oriental ones.

Advancement: The ninja is treated as a Ranger for determining experience values needed for level advancement.

Stats: The ninja must have the following minimum statistics:

S: 7 No exceptional strength
I: 14
W: 6
D: 14
C: 9 Maximum of +2 hp/die
Ch: 9
Co: 3
Pe: 10

If Intelligence and dexterity are both greater than 15 the ninja will receive a 10% bonus to earned experience.

Hit Dice: The ninja has 6 sides for hp up to and including 11th level, and +2 hp/level from 12 on.

Races: Human, half-elven, halfling

Alignment: non-chaotic (tend towards true neutral in my campaign)

Attack and Save: The ninja's attack and saving throw matrices can be derived by averaging the fighter and thief matrices, always rounding against the character.

Proficiencies: The ninja receives 4 proficiencies to start and gains one every 4 levels. They may specialize in ninja weapons only, going to a maximum of +1/+2 or +2/+1. Ninja may not use shields.

At 1st level the ninja must take the following weapons: Ninja-to (short sword), Shuriken or dagger, Hankyu (short bow). By 9th level the ninja must have at least 4 ninja weapons, chosen from the following list:

Ninja-to
Kumade
dagger
shuriken
nekode
chain
Kusari-Gama
Kawanaga
Kyoketsu-shogi
bo stick

Armor: The ninja is allowed to wear no armor at 1st level. At 3rd level the ninja knows how to integrate leather armor into his/her skills. At 5th level, studded leather. At 7th level chain mail. Note that the studded leather and chain mail are treated as studded leather and elven chain for the purposes of adjusting thief abilities.

Furthermore the ninja receives an armor class bonus which applies when he/she operates with no armor or magical protection. This bonus is as follows:

Level bonus

1	0
2-3	-1
4-5	-2
6-7	-3
8+	-4

Abilities:

Thief abilities are at 1 level lower than the ninja's level (note: at 1st and 2nd levels the ninja has 1st level thieving abilities). The ninja can deflect or dodge missiles as a monk, but they must hit armor class 0 to do so. The ninja can use limited acrobatics, these affect combat in no way but are very showy. The ninja is trained in the art of disguise. The ninja can track at half the chance that a ranger of similar level would have.

At 6th level the ninja gains certain abilities that aid in his/her profession. While these abilities are similar in effect to illusionist spells, they are different in nature.

- 6th level - noise 1/day
- 7th level - mirage 1/day
- 8th level - change self 1/day
- 9th level - dancing lights 1/day
- 10th level - darkness 1/day
- 11th level - hypnotism 1/day
- 12th level - misdirection 1/day
- 13th level - fear 1/day
- 14th level - rope trick 1/day

Ninja code: In most ninja families a code exists. The DM using this class should design his own code to balance the class correctly for his campaign. The code should include a vow of secrecy, death before discovery type of thing along with a clear definition of the chain of command of the family and what type of allegiance the ninja owes each position.

Psychic

Ability score requirements:

STR: 3 INT: 10
DEX: 3 WIS: 10
CON:10 CHA: 10

Possible races: Any

Max. Level: U

Hit Dice:1d6+ [see below]

Max Hit Dice:11

Spell ability:none

Armor:up to studded leather or elven chain[optional]

Shield: none

Weapons: club, dagger, knife, dart, staff, sling, spear, sword(up to Longsword/katana), hammer

Oil: yes

Poison: DM's discretion

Alignment: any but see below

Starting money: 3d12 gp

Weapon proficiencies: 3 initial, 1 every 3 levels {4,7,10 etc}
Nonweapon proficiencies: treat as mages
Combat: Thief table
Saving throws: Mage's table

Experience Levels:

Level	HD	XP
1	1d6	1-2500
2	2d6	2501-5000
3	3d6	5001-10000
4	4d6	10001-15000
5	5d6	15001-25000
6	6d6	25001-50000
7	7d6	50001-75000
8	8d6	75001-100000
9	9d6	100001-125000
10	10d6	125001-150000
11	11d6	150001-300000
12	11+1	300001-450000
13	11+2	450001-700000
14	11+3	700000-1000000
15	11+4	1000000-1500000

every level higher is 1 more hp and 500000 XP.

Psionic proficiencies:

Telepathy, Prescience, PK, Psychometry, Clairvoyance

Each 1st level psychic starts out with 5% skill in each area.

Add bonuses as follows:

Int

10-12: No bonuses

13-15: +2% on precognition, telepathy, clairvoyance

16-18: +5% on precognition, telepathy, clairvoyance

19-25: +10% on precognition, telepathy, clairvoyance

Wis

10-12: No bonuses

13-15: +2% on precognition, clairvoyance, psychometry

16-18: +5% on precognition, clairvoyanc, psychometry

19-25: +10% on precognition, clairvoyance, psychometry

Con

10-12: No bonuses
13-15: +2% on PK, precognition
16-18: +5% on PK, precognition
19-25: +10% on PK, precognition

Racial bonuses are expressed through ability score bonuses. Afterwards, let the player distribute 10 percentage points as he/she pleases. Every level, the player may distribute an additional 10 points.[Note: it is possible to gain over 100% in a category]

The Proficiencies:

PK: Includes simple levitation and manipulation of objects. As a guideline, effective strength and dexterity are 1/4, rounded up, of percentage level. Pyrokinesis, or the manipulation of fire, also falls under this heading. Here is a rough table:

5-10% can light a candle within 20'
10-25% can light a torch within 20'
25-50% can light campfires within 20'
50-75% can create small explosions (1-5d6)
75-100% see Steven King's Firestarter

Optionally, at very high percentages, such things as transmutation may be allowed. Other abilities are at DM's discretion.

Psychometry: The ability includes object readings and general "vibes."

The psychic can sense the past of an object, or an area, after greater amounts of time. An object requires contact, but an area requires only physical presence.

5-10% = 1 day
10-25%= 1 month
25-50%= 1 year
50-75%= 10 years
75-100%=100 years

[note: any more recent impressions may drown out the image you seek, if the DM desires]

Precognition: Allows visions of the future. The model I use is that of Frank Herbert's DUNE, in which the possible outcomes of a situation are visible. The entire future is visible, but clarity increases with skill. You can only see what can happen, not necessarily what will. Oddly enough the actual moment of your death is not visible, although visions of your corpse are quite common.

Use the table for precognition for a guideline.

Clairvoyance: aka sight beyond sight. Allows the psychic to "see/hear" what is occurring at greater and greater distances. The trick is that you must "pan" over to the location, and cannot just view any location at random.

5-10%= 360` vision, blindfold vision, 20' radius
10-25%=1 mile radius
25-50%= 100 mile radius
50-75%= planetary
75-100%=planar

Note: If an adept was blinded, his skill will allow him to see, but if he was blind since birth, only sound comes through. The same holds for clairaudience and deafness. Such questions as whether or not sight attacks work on a character using this skill is again DM's discretion.

Optional rule: after 100%, can actually affect area viewed through other psychic skills.

Telepathy: the keystone of the skills. Includes empathy, ESP, mental domination, and possession.

5-10%= can sense emotions in 20' radius
10-20%= can project emotions in 20', sense in 40'
20-30%= can read minds in 20', project emotions in 40, sense in 80'
40-50%= telepathy in 20, ESP 40, project 80, sense 160'
50-60%= can implant a suggestion in 20' etc.
60-70%= can control a person's muscles in 20'
70-80%= can force a conscious act in 20'
80-90%= can completely control another mind in 20'
90-100%= can control another person's body processes in 20'

The number of people affected by a skill is equivalent to the maximum radius of the skill divided by the actual radius affected. For example, a psychic with a tp radius of 160 can communicate with 8 people in 20', 4 people in 40', 2 in 80', and only one in 160'.

Usage:Any character with a lower intelligence is open to TP. Equal intelligence gets a saving throw v. charm. Greater than gets the following bonuses:

difference Bonus

1-3 +1
4-5 +2
6-8 +5
9-15 +10 and what are you doing trying to read a god's mind anyway.

Liabilities:

The psychic can use his skills for one round per level, with the following bonuses:

Con 10-12: none
Con 13-15: 1 round bonus
Con 16-18: 2 round bonus
Con 19-25: 5 round bonus

After this limit is exceeded, the psychic will lose 1 HP per segment, until 0hp, at which time the character loses consciousness. The psychic will also be unable to use any psychic abilities at all for 1 day, due to a severe migraine.

Also, the terrain affects the psychics skill:

Terrain Modifier

Desert all skills at 1/2
Mountain "
Arctic "
Steppe no change
Farmland "
Village "
Forest all skills at 1.5x
Jungle double all skills
Deep sea: all skills at 3/4
Midair (alt greater than 1 mile): all skills at 1/4
Offcoast: use coastal terrain.

Optional rules:

- 1) Magic detection: The psychic can sense the presence of magic within 20', but not the type, only the general strength.
- 2) Healing: The adept can directly feed life energy back into a person at a rate of 1HP per round [ie enough to keep them alive, but just]
- 3) Life drain: The adept can drain life energy from a person at a rate of 1hp per round. Do not tell the player he can do this, as it is not mentioned, and is considered grounds for immediate destruction by most psychics.
- 4) Detection of other psychics: The adept can sense whether anyone in sight is a psychic, and is immediately aware of any use of ability 3) in a mile radius
- 5) Psychic Combat: Two psychics meet. Add together all percentages, and the one with the higher total gets first shot. First one to lose saving throw loses.

This is the psychic in all his glory. Multiclassed include psychic/thief, and psychic/ fighter. Notice that spell use is impossible for a psychic, as their minds are too sensitive to mystical energy.

WITCH

Witches (and their male counterparts, warlocks) are perhaps one of the more interesting, if misunderstood classes of spell casters. While many people believe that all practitioners of witchcraft are evil in nature, this is by no means true. Witchcraft, which derives its power from the forces of nature, is neither good nor evil, and its followers can be of any alignment. The deities which are worshiped with the alignments are:

Lawful Good -- Sun
Evil -- Ice
Neutral -- Earth

Neutral Good -- Water
Evil -- Metal
Neutral -- Plant

Chaotic Good -- Air
Evil -- Fire
Neutral -- Animal

While there are evil witches and warlocks, the greater number of them tend towards the various neutral alignments. It is also a known fact that in certain isolated villages, good (white) witches and warlocks are often sought-after for their divinatory powers and their knowledge of herbs and animals.

The Fairy tale inspired idea that witches are all ugly old crones, while quite silly, does have some basis in fact; witches and warlocks do have the magical ability to extend their natural lifespans almost indefinitely. Certain age-old witches and warlocks have been known to be such reliable sources of info. that they are often consulted (much in the manner of sages) for their knowledge of ancient legends and lore. Very few of these spellcasters, however, allow themselves to appear old or ugly, most being vain enough to use their magics to appear youthful and attractive.

Both witches and warlocks tend towards the melodramatic in terms of dress, preferring to wear long, billowing cloaks and such apparel as will affect a certain air of mystery about them. This "air of mystery," or secrecy is, in fact, a deeply ingrained character trait of these spell casters, which undoubtedly stems from the fact that they have so often been persecuted and even hunted by superstitious people and certain religious orders. It is for this reason that these spell casters have a strong distrust of such righteous characters as paladins and clerics of lawful good deities, and as such will rarely associate with these types. As most witches and warlocks prefer the solitude and surroundings of woods and forests, they will seldom remain within the confines of a city or large town for any great length of time.

Like druids, witches and warlocks have a close affinity with the forces of nature. Though the ancient study of witchcraft is more than mere "nature worship," the powers of the elements are truly the domain of these spell casters, which in ancient times have been known to raise tempests and sink even the largest of ocean vessels. This close association with nature (combined with their studies of ancient lore) gives the witches and warlocks several useful abilities:

1) All witches and warlocks have the ability to identify unknown plants on sight. A successful check vs. the witch's Int. means that the plant in question has been identified. (Herbalism proficiency -- no slots used)

2) All witches and warlocks can pass through any type of wooded area without leaving a discernable trail. Characters who do not have specific tracking abilities will be unable to detect such traces, and even rangers, foresters and hunter-class characters will find that witches and warlocks are -50% harder to track outdoors than other characters.

3) All witches and warlocks of 7th level are capable of creating elixers, powders, potions, and magical dusts.

4) Witches and warlocks are capable of reading druid, magic-user, and clerical scrolls at 5th level. They can inscribe magical scrolls once the 7th level of ability has been attained.

5) Witches and warlocks receive a +1 to poison saves, and +2 to all elemental attack forms. (fire, electricity, ice, air, earth, etc.)

6) Once the 14th level has been obtained, Witches and Warlocks become immune to all Charm spells cast by woodland creatures.

7) At 16th level, witches and warlocks receive an immunity to all natural poisons.

8) At 23rd level, witches and warlocks gain the ability to enter and survive in all elemental planes at will.

As soon as a witch or warlock has attained the ability to cast spells of the seventh level of difficulty, he or she will find it possible to attract a group of followers. These followers will always be beginning witches and/or warlocks who wish to study under and experienced master. If twelve (roll 3d4) such followers (of similar alignment as the master) can be attracted, the witch or warlock may form a coven. The master will be responsible for feeding and sheltering the coven members, though these followers will never require payment of any sort. Coven members will be extremely loyal to their master, and can be used to increase the master's spell casting abilities by taking part in a "ritual of bonding." This ritual may be performed only once a month, and only at times when there is a full moon. An entire evening must be spent in the completion of the ritual, after which the coven members will have achieved a psychic bond with their master. The effects of this bond will last for 24 hours, during which time the master may cast any single "variable" spell at a strength equivalent to the sum total of the spell casting abilities of all thirteen members of the coven (including the master). A ritual of bonding can be performed with as few as seven members, but thirteen are required in order for the master to cast spells of the fifth level and up.

ABILITY REQUIREMENTS: Wisdom 12

Intelligence 16
Dexterity 14
Charisma 15

PRIME REQUISITES: Wisdom, Charisma

RACES: Human, Half-Elven, Elven are unlimited
Centaurians are limited to 11th level
Halflings are limited to 9th level
Gnomes are limited to 5th level

Level and Title xp-points lore% HD(d6) 1 2 3 4 5 6 7 8

1	Incanter	0	4	1	2								
2	High Incanter		3,000	8	2	2	1						
3	Great Incanter		6,500	13	3	3	2	1					
4	Master Incanter		11,000	17	4	3	2	2					
5	Occultist		18,000	21	5	4	3	2	1				
6	Oracle		30,000	26	6	4	3	3	1				
7	Elementalist		62,500	30	7	4	4	3	2	1			
8	Divinor		102,500	34	8	4	4	4	2	2			
9	Rhinestone Witch		145,000	39	9	5	4	4	3	2			
10	Garnet Witch		237,500	43	10	5	4	4	3	3	1		
11	Amethyst Witch		350,000	47	11	5	5	4	4	3	1	1	
12	Bloodstone Witch		600,000	52	12	5	5	5	4	4	2	1	
13	Diamond Witch		1,250,000*	56	3	6	5	5	4	4	2	2	
14	Emerald Witch		1,550,000	60	13+2**	6	5	5	4	4	3	2	1
15	Pearl Witch		1,850,000	65	13+4	6	6	5	5	4	3	3	2
16	Agate Witch		2,150,000	69	13+6	6	6	6	5	5	4	3	2
17	Ruby Witch		2,450,000	73	13+8	6	6	6	5	5	4	4	3
18	Sardonyx Witch		2,750,000	78	13+10	7	6	6	5	5	4	4	3
19	Sapphire Witch		3,050,000	82	13+12	7	7	6	6	5	5	5	4
20	Opal Witch		3,350,000	86	13+14	7	7	6	6	6	5	5	4
21	Topaz Witch		3,650,000	91	13+16	7	7	7	6	6	6	5	5
22	Turquoise Witch		3,950,000	95	13+18	7	7	7	6	6	6	6	5
23	Lord High Warlock(High Queen Witch)		4,250,000	99	13+20	7	7	7	7	6	6	6	6

* 300,000 xp/level for advancement

** +2 hit points past 13th level

Witches and warlocks can wear leather armor, but can not carry a shield. The weapons that may be used by this class are: club, sickle, dart, spear, dagger, and staff. Witches and warlocks attack on the thief table, and save as thieves with the exception of paralyzation, poison, death magic and breath weapon, where they save as clerics of equal level. Being related to druids, witches and warlocks do not have spell books, but gain extra bonus spells as for their wisdom. Witches and warlocks do NOT gain a 10% bonus on experience due to high scores. This class may use magical items allowed to magic-users and clerics, as long as the item does not interfere with the witch or warlock's standards.

Starting Gold = (2d6 + 1d4) * 10

Spell Pattern for Advancement past 23rd

	1	2	3	4	5	6	7	8_	
24	7	7	7	7	7	7	7	7	7
From	+1	+1	+1	-	-	-	-	-	-
There	-	-	-	+1	+1	+1	--		
On	-	-	-	-	-	-	+1	+1	

Witches get bonus clerical spells for their wisdom. Use the bonus from the wisdom chart to determine how many.

+

a 16 wisdom is needed to cast 6th level spells

a 17 wisdom is needed to cast 7th level spells
an 18 wisdom is needed to cast 8th level spells

Definition of Spells

Level 1

Bless - Cl 1

Change Self - Ill 1

Create Water - Cl 1

Detect Balance - Dr 1

Detect Evil - Cl 1

Detect Illusion - Ill 1

Detect Invisibility - Ill 1

Detect Magic - MU 1

Detect Poison - Dr 1

Detect Snares and Pits - Dr 1

Detect Undead - Wiz 1

Eldritch Fire - Allows the caster to hurl a bolt of magical flame which will do 1d4 points of damage per level of the caster to any creature it strikes, and will have a 50% chance of igniting any combustable materials worn or carried by the target of the spell. Only a Dispel Magic will suffice to extinguish any materials ignited by the spell. A successful save vs. Spell causes half damage. Range is 100 feet.

Find Familiar - MU1

Friends - MU 1

Healing - Allows the caster to heal 1d6 plus the casters level of damage to any single creature. The creature must be touched for the spell to be affective.

Identify - MU 1

Locate Animals or Plants - Pr 1

Pass Without Trace - Dr 1

Penetrate Disguise - Cl 1

Portent - Cl 1

Predict Weather - Dr 1

Purify Water - Dr 1

Read Illusionist Magic - Ill 1

Read Magic - MU 1

Sleep - MU 1

Speak with Animals - Dr 1

Level 2

Augary - Cl 2

Blending - Allows the caster to become totally invisible in any forest or wooded area by magically blending into the surroundings. The caster MUST remain stationary in order for the spell to work at full effectiveness, for there is a 50% chance that the spell will cease to function if the caster attempts any movement. Duration is indefinite, or until dispelled.

Charm Person or Mammal - Dr 2

Darkness, 15' Radius - MU 2

Detect Charm - Cl 2

Detect Life - Cl 2

Dust Devil - Cl 2

ESP - MU 2

Eyes of the Hawk - This spell allows the caster to see clearly up to a distance of one mile. Even the most minute details will be noticeable to the caster while this spell is in effect. Duration is 10 rounds.

Find Traps - Cl 2

Fire Trap - Dr 2

Flame Blade - Dr 2

Flame Walk - Cl 2

Fog Cloud - Ill 2

Frost - This spell can be used to affect an area of up to 1000 square feet, covering it with a slippery coating of ice crystals. Any who enter this area must check their Dexterity (each round) or slip and fall. This spell can also be used to freeze any single creature, making such victims incapable of movement or speech. The spell duration is 10 rounds. Guards and Locks - Allows the caster to "enchant" any locking device type mechanisms (such as doors, chests, windows, etc.) with any of the following protections:

1) Wizard Lock - MU 2

2) Magic Mouth - MU 2

Heat Metal - Dr 2

Invisibility - MU 2

Know Alignment - Cl 2

Levitate - MU 2

Plant Control - Allows the caster to do any of the following:

1) Plant Growth: Pr 3

2) Pass Plant: Pr 5

3) Entangle: Pr 1

4) Cause up to 100 square feet of normal vegetation to assume any desired shape or form.

Produce Flame - Dr 2

Read Tracks - Allows the caster to be able to determine the age and type (and the number of creatures in the party) of any tracks. At least one round must be spent examining the tracks.

Silence, 15' Radius - Cl 2

Warp Wood - Dr 2

Level 3

Animal Control - Allows the caster to control any animal which is within a 100 foot radius of him or her. Controlled animals can be made to flee, turn on their former masters, or serve the caster by following simple commands. Duration of control is one turn, after which the controlled animals are 50% liable to become hostile towards the caster (if he or she is in the vicinity, they may seek revenge, as all animals detest being deprived of their free will). Familiars cannot be affected by this spell. Each level of ability adds one turn to the spell's duration.

Clairaudience - MU 3

Clairvoyance - MU 3

Cure Disease - Cl 3

Dispel Magic - Cl 3

Fly - MU 3

Haste/Slow -MU3

Infravision - MU 3

Locate Object - Cl 3

Meld into Stone - Cl 3

Protection from Fire - Dr 3

Pyrotechnics - Dr 3

Remove Curse - Cl 3

Speak with Dead - Cl 3

Stone Shape - Dr 3

Water Breathing - Dr 3

Water Walk - Cl 3

Wind Storm - Allows the caster to create a powerful, tornado-like vortex which can be made to travel up to 100 feet in any desired direction. The vortex will be 10 feet wide at its base and can be made to extend to 100 feet in the air (area permitting). It can be used to extinguish any small to medium- size fire, dissipate magical mists, clouds or fogs, and will be of sufficient force to capsize small vessels such as canoes, lifeboats, etc. Any creatures in the path of a windstorm must save vs. spell or be swept up in the vortex and be thrown 10-40 feet in the air, taking the appropriate falling damage when they strike ground. Those who make their save (and creatures who weigh in excess of 300 lbs.) will not be affected. However, flying

creatures must save no matter what they weigh or suffer the same consequences as non-flyers. The duration of the windstorm is 10 rounds, and it may be amade to travel at a maximum of 100 feet per round. Each level of ability will add one round to the spell's duraiton, and increase the spell's range by another 100 feet.

Youth - Allows the caster to make any single being or creature APPEAR TO BE as much as 10 years younger. Note that the benefits of this spell pertain only to the physical appearance, unless the recipient is a witch or warlock (in which the effects are actual). Duration is one year.

Level 4

Detect Lie - Cl 4

Detect Scrying - Wiz 4

Divination - Cl 4

Dwindle/Enlarge - Allows the caster to "shrink" himself (or any creature or being) to as small as one inch in height. The reverse (enlarge) will cause any single creature or being to "grow" to a maximum of 2x his or her normal size. Duration is one turn (half this if the spell is cast upon an unliving object). The recipient must be touched in order for the spell to be effective. Each level of ability adds one turn to the spell's duration.

Emotion - Ill 4

Ice Storm - MU 4

Lower Water - Cl 4

Magic Mirror - MU 4

Malediction - This potent curse will allow the caster to cause any one of the following affects in any single individual:

- 1) Cause any single type of creature to react with great hostility when in presence of the cursed individual.
- 2) Cause the cursed individual to become extremely awkward when faced with any type of danger (50% liable to drop hand-held items, such as weapons, magic items, etc.)
- 3) Cause the victim to have such terrifying nightmares that he or she will be unable to sleep or rest, with the result that the cursed individual will lose 1 point of Wisdom per day until the Malediction is removed or the victim's Wisdom score reaches 0 and he or she dies (loses the will to live.) Range in any case is 1000 feet. A regular save vs. spell is required but is reduced by 1 for each article of the victim's personal property that the caster has in his or her possession, up to a maximum of -4. Only a spell caster of higher level can dispel this curse, and until dispelled, the duration is permanent.

Neutralize Poison - Cl 4

Polymorph Self - MU 4

Premonition - Allows the caster to receive a "Psychic Impression" of impending danger. Once cast, the spell will last for one turn, during which time the spell caster will be forewarned if he or she is about to face any sort of danger, and feel a premonitory "tingle." No specific information will be known, and only one premonition can be received within the hour of the spell's duration.

Produce Fire - Dr 4

Reflecting Pool - Pr 4

Ring of Fire/Ice - Allows the caster to create a 20 foot radius circle of fire or ice, that can be up to 10 feet in height. Those trying to pass through a ring of fire will take 3d8 points of damage and risk having combustable items that they may be wearing/carrying catch fire (50% chance). Those trying to pass through a ring of ice will have to expend 5d6 rounds hacking at it with a sword, axe, etc. to cut a hole through it, or spend a minimum of five rounds (and make 3 successive Dex checks) to climb the wall. In either case, the spell range is 100 feet and its duration is one turn. Speak with

Plants - Dr 4

Thunderbolt - Allows the caster to create a combination thunder/lightning bolt of that can be hurled up to 100 feet. Any creatures within a 20 foot radius of the Thunderbolt's blast must save vs. spell or take 4d10 points of electrical damage

(save = half damage) AND save vs. paralyzation or be stunned by the defending thunderclap for one full round.

Tongues - Cl 4

Level 5

Air Walk - Cl 5

Commune - Cl 5

Commune with Nature - Dr 5

Contact Other Plane - MU 5

Elemental Shield - This spell protects the caster from any and all natural elemental forces (heat, cold, lightning, winds and precipitation) and will reduce damage from all magical elemental attacks by one-half (one-fourth if the appropriate save is made). Duration is one turn. This spell will only work for witches and warlocks. Each level of ability adds one turn to the spell's duration.

False Vision - Wiz 5

Insect Plauge - Dr 5

Magic Font - Cl 5

Minor Enchantment - Allows the caster to "enchant" any non-magical weapon, object, article of clothing, etc. with either +1 defensive abilities (including saves) or +1 offensive abilities (in the case of weapons). The minor enchantment will last for one turn, after which the object will return to its normal, non-magical state.

Duration can be extended by one turn for each level of ability.

Psychic Assault - Allows the caster to launch a powerful mental energy attack which can take any ONE of the following forms:

1) Fear: Wiz 4

2) Confusion: Pr 7

3) Domination: Wiz 5

4) Psychic Energy Drain: This form of psychic assault is especially effective when used against one who is a spell caster. The target creature or being must save vs. spell or lose 2d8 points of Intelligence. If this "draining" brings the victim's Intelligence to 3 or less, he or she will be severely reduced in mental capacity, and have the effective I.Q. of an imbecile until cured by a mystic, healer, or cleric. If an intended victim is engaged in psych spell-casting (such as ESP, Sending, etc.) at the time the spell is cast against him or her, the victim is considered defenseless and is NOT allowed to save. All PSIONICS are immune to this spell.

Sending - MU 5

Spike Stones - Dr 5

Summon Plants - Allows the caster to magically summon 1-4 plants of any type. The summoned plants will arrive within 1-3 rounds and appear anywhere (within a 100 foot radius of the caster) that the caster desires. If the plants are capable of movement (or have any sort of sentience) they will obey the caster.

Teleport - MU 5

Transmute Rock to Mud - Dr 5

True Seeing - Cl 5

Level 6

Anti-Magic Shell - MU 6

Find The Path - Cl 6

Fire Seeds - Dr 6

Legend Lore - MU 6

Part Water - Cl 6

Pass Through Stone - Allows the caster to pass through up to 10 feet of solid rock, 20 feet of earth or 30 feet of sand. Only the caster may be the recipient of this

spell's effects. Each level of ability allows the caster to pass through 1 foot, 2 feet, or 3 more feet of rock, earth, or sand respectively.

Psychic Shield - Allows the caster to create an invisible "shield" of psychic energy which will render him or her immune to the effects of any psychic energy spell (such as Detect Lie, ESP, etc.) and will negate any version of the spell Psychic Assault. Note that while the duration of the Psychic Shield is one day, the "Psychic Energy Drain" version of a Psychic Assault spell will have the effect of despoiling the shield. Note that this does not include psionic attacks (psionic blast).

Quagmire - Allows the caster to turn a 20 foot radius area of any type of stone, earth, sand or mud into a 10 foot deep pit of soft, sticky mire. Any creatures caught within the quagmire will become stuck and sink slowly downwards until they hit bottom. Creatures caught within the quagmire will have only 1d4+1 rounds in which to escape before it is too late, and the only way to escape the quicksand-like mire will be to make two consecutive Strength checks at a penalty of -2 on the die). Victims failing even one of their checks will asphyxiate within 1-4 rounds after they have sunk below the surface of the quagmire. Note that creatures over 10 feet tall will not be asphyxiated, but will nevertheless be completely stuck if they fail to make the necessary checks. Range is 100 feet, duration is one turn.

Speak with Monsters - Cl 6

Stone Tell - Cl 6

Summon Animals - Allows the caster to magically summon 1-4 animals of any type. The summoned animals will arrive within 1-3 rounds and appear anywhere (within a 100 foot radius of the caster) that the caster desires. Summoned animals will obey the caster's commands no matter what they may be.

Transmute Water to Dust - Dr 6

Traps - Allows the caster to enchant any non-living object or area (such as a pool, chest, hallway, statue, etc.) in such a manner that it will be able to "store" any single spell of up to Fifth Level. The "trapped" area can be programmed to release the stored spell as desired; i.e. when an intruder touches the object in question, enters a specific area, speaks a specific word or phrase, etc. Each level of ability makes the trap correspondingly more difficult to dispell should another caster attempt to do so.

Level 7

Animate Rock - Dr 7

Chariot of Sustarre - Dr 7

Control Weather - Dr 7

The Great Curse - Allows the caster to cause any one of the following effects:
1) Raze and wither up to a 100 feet by 100 feet area of crops or any type of vegetation with a single gesture. The caster must have in his or her possession at least a piece of vegetation (stem, leaf, flower, etc.) from the area to be affected. Range is 1000 feet.

2) Cause any small to medium sized building to fall into ruin over the course of thirteen days. Walls and ceilings will be seen to slowly warp and buckle, until on the thirteenth day, the building will collapse. The caster must have spent at least one hour in the building at some time (prior to the spell's actual casting). Range is 1000 feet. 3) Cause a single creature to die by simply gazing into its eyes and speaking a single word. If the intended victim makes a successful save vs. death magic, he or she will still die within seven turns (of a strange, burning fever),

unless the curse is removed. Range in this case is sight range. Each level of ability makes The Great Curse correspondingly more difficult to remove.

Earthquake - Cl 7

Fire Storm - Dr 7

Major Enchantment - Allows the caster to permanently imbue any object, weapon or device with up to seven different spells of any level. Cost in materials for such enchantment will be as follows:

- 1) 2 times normal price for the item to be enchanted.
- 2) 1000 gp per each spell to be added, plus:
- 3) 1000 gp per level, per each spell.

The caster must devote one full day of spell-casting per each spell level to be "stored" in the object in question in order for the enchantment to become permanent. If the spell caster misses one day's enchantment for any reason, the process must be repeated from the beginning. The completed item may, if it is so desired, be programmed to work only upon the utterance of a specific command word. Regardless of the type of item being created, the caster will require one full day of rest per each two days spent in enchanting. Only one such item can be enchanted at a time. A major enchantment can also be used to cast any single spell upon an object, area, or creature and imbue the spell with a permanent dweomer. It will take at least one full turn of uninterrupted spell casting to give permanence to any spell, and the caster will be totally exhausted upon the completion of such a strenuous ritual and incapable of further spell casting for a minimum of one day. Note that unwilling victims of a permanently-cast spell or curse are always allowed a save vs. spell to negate the effects of the spell. Only a wish or miracle can remove a permanent spell or curse.

Ressurrection - Cl 7

Summon True Elemental - Conjure Elemental spell with the exception that the elemental will have 20 hit dice.

Tempest - Allows the caster to create a raging storm of terrifying intensity which can be made to cover an area of up to 100 feet by 100 feet. The power of the storm will be sufficient to scuttle any small to medium size river, lake or ocean going vessels, demolish all small to medium-sized wooden structures (such as barns, huts, small bridges, etc.) and extinguish any uncovered fires in the area of effect (even magical fires). Creatures within the area of effect of the tempest will be unable to move at greater than half speed, and visibility within this area will be no more than 10-40 feet. Furthermore, flying will be impossible, domesticated animals (such as horses, cattle and dogs) will have a 50% chance of panicking and fleeing/stampeding, and all creatures will take 1d6 points of damage from flying dust, dirt, and debris per round, unless they successfully seek shelter (in a stone building or underground). Duration of the spell is 10 rounds, and its range is 1000 feet.

Transmute Metal to Wood - Dr 7

WindWalk - Cl 7

Witchwind - Allows the caster to create a magically animated wind which can be made to do any of the following:

- 1) Carry a message (maximum of 7 words) up to a distance to 100 miles. The message can be made so that it will be heard (as a whisper) by all creatures, or any single type, race or nationality of individuals within a one mile wide area of the wind's path.
- 2) Propel any single sailing craft (of any size) up to a maximum speed of 100 miles per day in any desired direction.

3) Extinguish all non-magical fires, torches, lamps, etc. within a 100 foot radius of the caster. Fires extinguished in this manner will be impossible to rekindle for up to one day. Duration in any case is a maximum of one day.

Vision -Ill 7

Level 8

The Black Wind - Allows the caster to create a 10 foot diameter cloud of whirling, black vapor which may be directed to any target within a 100 foot range. This magical vortex can be made to travel at up to 2x human speed, and will cause the following effects to any living creatures in its path:

- 1) Save vs. Spell or victim is knocked down and swept away with the vortex, taking 8d6 damage (save = no damage)
- 2) Save vs. Paralyzation or be blinded for 2d6 rounds. The Black Wind can be made to attack only once, after which it will continue past its target (range permitting).

Curse of Faceless Dread - The power of this curse is such that its caster can magically "erase" any or all of the victim's facial features, thereby nullifying the corresponding senses; eyes (sight), mouth (speech), nose (smell) and/or ears (hearing) can be erased in any desired combination. The duration of the curse is permanent, or until removed. Range is sight range. A successful save vs. spell causes no erasure of the facial anatomy.

Foresight - Wiz 9

Screen - Wiz 8

Shape Change - MU 9

Temporal Stasis - MU 9

FENCING

WARRIOR and ROUGE groups cost: 2 nonweapon slots/e level

The fencing proficiency is available to the warrior and the rouge, It is a special way of fighting with a sword unlike the regular method. To fence a character must use a long sword, short sword, rapier, or scimitar only; other swords are ineligible. It is also impossible to fence while using a shield larger than a buckler. In addition, the character must already have proficiency with the sword before he can learn fencing. There are two levels of fencing, each costs two non-weapon proficiency slots.

The first level of fencing allows the character to use his sword as a piercing weapon regardless of the normal usage of the sword type. It also gives him a bonus of -1 on the weapon speed. The second level gives an additional -1 on weapon speed. Also, it allows the character to parry once per round and still attack normally. This parry is only effective against frontal or flank attacks, not rear or missile attacks. It gives a bonus of +1 on AC for a single attack only. The parry can be announced at any time, but it must be announced before the to hit roll.

Fencing must be taught to the character by someone who is at least two levels higher in actual level than the character and at least equal to the fencing level that the character wants to obtain. Fencing masters are very secretive about their abilities and selective as to their students. Note that fencing proficiency is independent of the fighter's ability to specialize and the bonuses are cumulative.

PSIONICS (NWP)

Qualifications:

Any two of Intelligence, Wisdom, or Charisma must be 15 or higher.

Five Non-Weapon proficiency points must be applied before the character has any chance of manifesting psionic powers. These 5 points provide a base 50% chance that the individual will manifest these powers. For every point above 5 placed into this proficiency, the chance of gaining psionic abilities increases by 10%.

The first 5 points buy any ONE psionic ability, and each point thereafter may be used to buy one more ability or to increase the power of an already developed ability. When an ability is developed (the first 5 points), "Level 1" manifestations of that ability may be used. Each additional point placed into that ability provides a 1-level increase in the manifestations that are available (e.g., a 6th point allows "Level 2" manifestations).

The psionic abilities are:

- 1) Attacking
- 2) Defending
- 3) Perceiving
- 4) Transporting

Each psionic ability makes use of some attribute stat. A persons points in a psionic ability equal the attribute stat for that ability. The Attacking ability, for example, uses the Intelligence attribute, so a person with an intelligence of 16 has 16 "Attacking points" to make use of (assuming, of course, that they chose to develop the "attacking" ability).

Every use of a psionic ability deducts a number of points from the total for that ability. The points deducted are equal to the level of the ability used. For example, a "level two" psionic attack uses up 2 "attacking points." Points are regained at the rate of 1 per hour in which no psionic activity is performed.

The Level of a manifestation of an ability is indicated by a roman numeral before its description.

ATTACKING (USES INTELLIGENCE STAT)

Mind To Mind - This is the most basic form of psionic attack: A direct assault on the mind of the victim, with intent to cause anything from a light stun to instant death. This form of attack is not effective against creatures which are not intelligent, or which do not have physical brains (e.g., Lich). The victim of this sort of attack gets a save vs. paralyzation, modified by any wisdom adjustment. This form of attack is only effective to a distance of 10'.

- I - Victim stunned for 1-4 rounds.
- II - Victim unconscious for 1-4 turns.
- II - Up to 3 victims stunned for 1-4 rounds.
- III - Victim comatose until healed.
- III - Up to 3 victims unconscious for 1-4 turns.
- III - Up to 5 victims stunned for 1-4 rounds.
- IV - Victim slain.
- IV - Up to 3 victims comatose until healed.
- IV - Up to 5 victims unconscious for 1-4 turns.
- IV - Up to 7 victims stunned for 1-4 rounds.

Domination - This form of psionic attack is an attempt to control the actions of another creature. While under psionic domination, a creature is aware of its actions, and is free to use any parts of its body that are not being controlled. For example, a dominated creature may be forced to walk into a cell and close the door behind, but it may scream insults the entire way unless it is "ordered" not to. This form of attack is only effective to a distance of 25'. If the dominated creature and the

psi-user become separated by more than this distance, the domination ends. A save vs. paralysis, adjusted by any wisdom bonus, is permitted for the victim of this attack. The victim receives an additional saving throw if ordered to perform an obviously self-destructive act.

II - Control the actions of one victim for up to 1 turn.

III - Control the actions of up to 3 victims for up to 1 turn.

III - Control the actions of one victim for up to 3 turns.

IV - Control the actions of up to 5 victims for up to 1 turn.

IV - Control the actions of one victim for up to 5 turns.

DEFENDING (USES WISDOM STAT)

Shield The Mind - This basic psionic defense shields the mind from psionic attacks, and from some spells which attack the mind. A defense of this type will protect the mind from any psionic attack or psionic perception which is of level equal to or less than the level of the defense being used. Thus, a "Level 3" defense of this type will provide protection from level 1, 2, or 3 Mind To Mind or Mind-Reading attempts. The mind can be shielded instantly, but to do so requires an act of will that spoils any spell-casting in progress. Thus, it is possible to shield one's mind successfully the moment an attack occurs. All of the manifestations of the mind-shield have a duration of one round.

I - Protects from Level 1 psionic attacks/perceptions, charm spells, and ESP spells.

I - Protects from Level 1 and 2 psionic attacks/perceptions, 1st - 2nd level enchantment/ charm spells, and ESP spells.

III - Protects from Level 1-3 psionic attacks/ perceptions, 1st - 2nd level enchantment/ charm spells, 1st - 2nd level Illusion/Phantasm spells, and ESP spells.

IV - Protects from Level 1-4 psionic attacks/ perceptions, 1st - 3rd level enchantment/ charm spells, 1st-3rd illusion /phantasm spells, and ESP spells.

Mind-Force Shield - This form of psionic defense erects an external barrier, effective even against physical forces. Forces to which the shield is impervious cannot pass through it in either direction. Unlike mind-shields, these shields require one segment to construct. They have a duration of one round.

II - Protects from Level 1 psionic attacks/perceptions, Reduces heat and cold damage by -2 per die.

II - Protects from Level 1 psionic attacks/perceptions, Adds a bonus of "+2" to Armor Class.

II - Protects from Level 1 psionic attacks/perceptions in a 5' radius.

III - Protects from Level 1 and 2 psionic attacks/ perceptions, Provides Fire Resistance and Cold Resistance.

III - Protects from Level 1 and 2 psionic attacks/ perceptions, Reduces heat and cold damage by -2 per die, and Adds a bonus of "+2" to Armor Class.

III - Protects from Level 1 and 2 psionic attacks/ perceptions in a 10' radius.

IV - Prot. from 1st - 3rd level psionic attacks/ perceptions, Provides Fire Resistance and Cold Resistance (all protection in a 5' radius).

IV - Prot. from 1st - 3rd level psionic attacks/ perceptions, in a 15' radius.

PERCEIVING (USES AVERAGE OF INTELLIGENCE AND WISDOM STATS)

Mind-Reading - The levels of this manifestation of the psionic Perceiving ability are attempts to learn the thoughts and/or feelings of other living things. This is not effective on creatures which are non-intelligent, or which have no physical brain. Most creatures do not receive a saving throw vs. this ability, but a saving throw of one point is allowed for each point of wisdom bonus. All levels of this manifestation require one segment to initiate, and lasts one round per level of the manifestation.

I - Able to sense the basic emotions/drives of one creature within 15'.

- II - Able to sense the basic emotions/drives of up to 3 creatures within 15'.
- II - Able to read the surface thoughts of one creature within 15'. Language barriers might be a problem here.
- III - Able to sense the basic emotions/drives of up to 5 creatures within 20'.
- III - Able to read the surface thoughts of up to 3 creatures within 15'.
- III - Able to speak mind-to-mind with one creature within 20'. Language barriers might be a problem.
- III - Able to place one basic emotion/drive in one creature within 15'.
- Emotions/Drives which are very unusual for the creature allow a save vs. paralyzation.
- IV - Able to link up to 3 other creatures with you in group mind-to-mind speech. All creatures must be within 20' of you. Language might be a problem.

Mental Vision - This manifestation of the "psionic perceiving" ability provides "alternate sight." There is no saving throw vs. the use of these abilities, but some forms of magic and psionic defense may prevent their functioning. All levels of this manifestation require one segment to initiate, and last one round per level of the manifestation.

- I - Able to view the psychic impressions left on objects or areas (10'x10'). Will receive brief visions of the person(s) or activities associated with them. Traumatic events leave the strongest impressions.
- I - Able to see brief visions of the most likely events of the near future. More certain events are seen more clearly.
- I - Able to view the surrounding area (without colors) as if through normal sight, even if eyeless or blindfolded. This vision is not effected by illusions or disguises, as it sees things as they really are.
- II - Able to see clear visions of another place, no matter how far away (but on this plane), if that place is known --or known of--in sufficient detail. Sound is also perceived by this manifestation.
- III - Able to send the spirit-self out of the body, to any location on this plane. The spirit is non-corporeal, and so cannot touch physical things, but it can be seen and heard normally if the psi-user wishes. If the physical body is slain while the spirit is gone, the spirit is left to wander...

TRANSPORTING (USES THE CONSTITUTION STAT)

Mind-Moving-Matter - This manifestation of the "psionic transporting" ability provides powers which enable the psi-user to move physical objects by the power of his mind. All levels of this manifestation require one segment to initiate, and last for one round per level of the manifestation. If objects are used as projectiles, the psi-user must make a roll "to hit" ON THE ROGUE CHART, at the level of the manifestation. The movement rate of objects moved by power of mind is 10 yards per round, per round the object is kept moving (10 yards on the first round, then 20, then 30, etc.), to a maximum of Intelligence-multiplied-by-10 yards per round.

- I - Able to move very light objects (less than 8 ounces).
- II - Able to move light objects (less than 5 pounds).
- II - Able to teleport very low-mass objects (less than 8 ounces) from point-to-point within 100'.
- III - Able to move heavy objects (less than 100 pounds).
- III - Able to teleport low-mass objects (less than 5 pounds) from point to point within sight. Magical or psionic means to view distant places may be used.
- IV - Able to move very heavy objects (less than 300 pounds).
- IV - Able to teleport high-mass objects (less than 100 pounds) from point to point within sight. Magical or psionic means to view distant places may be used.
- IV - Able to teleport (self only) to any location within sight or which is extremely well known. Magical or psionic means to view distant places may be used.

Strategy/Tactics

WARRIOR group base ability - WIS cost - 2 slots

Characters with this proficiency understand strategies and tactics of large scale combat. The character can predict the actions of armies in combat. The parties are generally of more than 20 men, and must be under command and acting in unison and with intelligence. It is impossible to predict the actions of a mob or any other party that acts without direction. A successful proficiency check allows the character to hear the plans of the enemy before making his own. A new check must be made each round. When leaders with this proficiency are attempting to outguess each other, the DM makes secret checks for each leader. The leader with the highest margin of success gets the real info, the other general gets false info.

In addition, because soldiers appreciate professionalism, armies lead by someone with this proficiency add +1 to their morale.

The character can set successful ambushes with a proficiency roll at a -1 penalty. He can also avoid ambushes by making a check at -3, thus negating the ambush and the surprise. The proficiency is also somewhat useful in single combat situations. The character gains a +1 on his surprise roll due to his alertness in combat situations.

LEVEL ADVANCEMENT

When characters have obtained enough XPs to advance a level in a campaign, they should immediately gain their increased number of attacks per round, increased number of spells per level, etc. They should also get their new HPs at a rate of 1 per two hours of rest. Just learning to do old things better does not require training. New abilities, however require training. This includes new spell levels, proficiencies, etc.

THE CLASS-CHANGING SYSTEM

A character can only switch classes immediately after advancing a level. *All* experience henceforth goes toward learning then advancing in the new class. However, the character does not yet have any of the abilities of the new class. She must first gain experience sufficient to advance to second level in the new class for Rogue and Warrior classes, and sufficient to reach third level for Priest and Wizard classes, before gaining the abilities of a first-level member of the class. After gaining the requisite experience, the character becomes a first-level member of the class in question. (Experience gained while training is not applied to the new class, it is assumed to simulate the time necessary to learn a new way of doing things--in other words, it "goes bye-bye".) The 10% experience bonus for high prime requisites does apply--consider the character to be taking advantage of natural talent for the area to advance quickly.

Characters changing between subclasses receive a 20% bonus to any experience gained at the "pre-first" stage of the new class. Characters changing between different special backgrounds (from the Complete Fighter, Cleric, etc. manuals) within the same class receive a 30% xp bonus at the "pre-first" stage, but must have explicit permission from the GM. (Require a damn damn damn good justification for switching/gaining special backgrounds.) These bonuses are not cumulative with each other. This simulates the fact that such characters already know much of the basics in these areas. The high prime requisite bonus is halved (5% bonus) for the "pre-first" stage in such cases.

When attaining the first level in a new class, the character has all the abilities of the new class save one: She does not gain as many proficiencies as would a character

starting in such a class. She only gains half (round *down*) the proficiencies that her new class starts with. Assume that the "missing" proficiencies are normally learned in childhood or pre-apprenticeship, hence the character hasn't the opportunity to learn so many in such a short time. GMs who feel this gives too much can use a different fraction.

Note that the character is fully capable of using all her abilities at any time, subject to the limitations of each class. In other words, a former warrior turned mage *DOES NOT FORGET HOW TO USE A SWORD*. However, Wizards can still wear no armor other than enchanted Elven Chain if they wish to cast spells, etc.

The character uses the highest of her class levels to determine how many hit dice/points she has. (A 4th-level fighter/6th level thief has 6, not 10 HD.)

UNDER NO CIRCUMSTANCES CAN A CHARACTER ALLOCATE EXPERIENCE TO MORE THAN ONE CLASS AT A TIME, NOR MAY SHE "SPLIT" EXPERIENCE AMONG THEM. CHARACTERS ADVANCE IN ONE, AND ONLY ONE CLASS AT A TIME. However, characters may change which class they allocate experience to whenever they gain a level. Furthermore, if a character makes the attribute requirements for changing classes, she may change classes as often as she likes.

"Multi-Class" Characters, therefore, do not exist under this system. In other words, no character, no matter what she is, may advance in more than one class *AT A TIME*. Instead, characters may change class more freely than in "official" AD&D (see below). Note that this system will tend to annoy power-gaming players since it will cancel one of the "advantages" of being a demi-human. However, it will allow the GM to do away with level limitations without amateur demographers complaining about the "illogic" of humans ruling the world.

GMs may wish to place attribute requirements upon characters who wish to change classes. Three levels of conservativeness are given below.

First method: Characters who wish to change classes need only meet the minimum requirements of the new class to qualify for it. I recommend this for a free-wheeling campaign and/or one in which role-playing has a big part over wargaming. Power-mongers will abuse this, but good players won't.

Second method: A character who wishes to change class must have at least 15 in the prime requisites of the class she is switching to. A reasonable limit which feels "realistic" (whatever that means).

Second method v1.1: As above excepting the requirement may be imposed for classes a character is switching back to as well. This is a variation for GMs who have a just a touch of the power madness in their players.

Third method: A character must have 17 or better in the prime requisites of the class she intends to switch to and must also have 15 or better in the old class. Highly recommended for the poor GM saddled with one or more Rules Rapists/Megadeath Powergobblers in her group.

SPECIAL NOTES

I have one other thing to recommend with this system: Change Clerics before you use it. The standard AD&D Cleric isn't too bad, but with the abilities of another class (especially fighter or mage) she becomes god on a stick. The worst power-gamers I have ever seen always try to stick cleric on somewhere in their classes. I strongly urge using the specialist Priests as outlined in the Complete Priest's Handbook. If you don't have this book, or don't want to go to the work of putting together mythoi-specific attributes, limit all clerics to 3 spheres (player's choice) for spells. A

character who wishes to have more, can simply "change class" to another type of Cleric. (Treat like changing to a subclass.)

While I state that "all abilities are gained", I recommend either eliminating weapons specialization bonuses for characters with more than one class or toggling them--ruling that the character only has time to keep her skills at peak perfection while she is progressing as a warrior. At other times, her fighting ability deteriorates since she isn't practicing enough. She's spending her time on the new class.

Note that the specialization bonuses might not be toggled or dropped for a character who is playing a Warrior Priest (special background). This is up to GM decision.

For you GMs who look at this system and scream "Power-gamer! Power-gamer! Nyah!" I offer the following: Micheal is a real power gamer (by the by, Micheal is a real person, and a real power gamer--he's the one who alerted me to clerics.) Therefore, he's decided that he wants to be the dreaded Cleric/Magic-User/Fighter/ Thief. Somehow he gets stats good enough to shoot for it. Being smart, he decides to go for MU first. This takes 2,500 XP and he's second level and ready to change. Then he goes for Cleric: He has to get 3,000 XP to even become 1st level. Then he needs to get another 1,500 to go up a level and be able to change class. Going for Fighter next, he needs 2,000 to get the class and 2,000 more to be able to change. Finally, he goes for thief. He has to get 1,250. At the end of this, Micheal's character is a Level 2/2/2/1 Cleric/MU/ Fighter/Thief. However, his companions have 12,250 XP dedicated to a single class.

Many players would not even take this, the most efficient, route, considering how low a survivability MUs have, even in the revised combat system. (I recommend you delete the preceding paragraph before using this with players--it might give them bad ideas.)

ARMOR 1

Something should be said about Armor. There are many different kinds of Armor listed in the 2nd edition AD&D rules. When an adventurer finds magical or non-magical armor the size of that armor is never discussed. Any adventurer can put on any suit of armor and it is assumed to fit perfectly. For a more realistic system we can give a range between which a character can actually wear another's armor. We cannot define this range by race and subrace because not every human and demi-human is the same size compared to another of their race. We could compare the height and weight though. Since some armors will "give" more we should have a chart describing the range for each suit of armor. If a character's given height and weight fall between that range then they can wear the armor.

Height	Weight				
Under	Over	Under	Over		
Banded Mail		2	2	12	8
Brigandine		3	2	15	8
Bronze Plate		2	2	12	8
Chain Mail		3	2	15	8
Field Plate		1	1	10	5
Full Plate		1	1	10	5
Hide	3	3	15	10	
Leather	4	3	17	10	
Padded	5	3	20	10	
Plate Mail		2	1	12	5
Ring Mail		4	3	17	10
Scale mail		3	3	15	10
Splint	3	2	15	8	
Studded Leather		4	3	17	10

If the new owners height and weight fall between both ranges of the armor then that character can wear the armor, otherwise they cannot. Or, alternatively, assess penalties to their move and AC at a fairly high progression. this will cut down on magical armor floating around everywhere including Elfin Chain Mail. No Elf in his right mind will make a suit of Elfin Chain so that it will fit a human of normal stature. Whenever armor can be found just list beside it two numbers in paranthesis beside the armor for easy use. EX. Chain Mail (67,165) +1 : This would show that the chainmail armor can be worn by anyone from 64-69 inches tall and 150-173 in weight, and it is -1 to normal Chain mail AC.

ARMOR 2

Another problem with armor in AD&D is that it never gets worn away by absorbing damage constantly. All those dents, scorched area, and scratched areas will begin to destroy the armor. To determine the amount of damage the armor takes is a fairly simple process. Conduct an attack normally. If an attack hits the opponent apply no damage to the armor. If the attack misses then you must determine why it missed. There are three possibilities.

- 1) The attacker missed the opponent.
 - 2) The attacker did no harm to the opponent because of his/her armor.
 - 3) The attacker did no harm to the opponent because of his/her shield.
- 1) If the attack roll would have missed the opponent ignoring armor and shield (this means only dex modifies AC and/or any magical protections) then the attack just plained missed and no damage is allocated to the armor or shield.
 - 2) If the attack roll would have hit the opponent if not for the armor (the armor is taken into account first) then damage is applied to the armor. Roll damage as if the attacker had hit. This damage is applied to the armor.
 - 3) If the attack roll would have hit the opponent if not for the shield (the shield is taken into account after armor) the damage is applied to the shield. Roll damage as if the attack had hit. This damage is applied to the shield. The armor must still make item saving throws like any other object. If the armor or shield fails it's save it is destroyed (all it's points are auto- matically taken away). The amount of punishment armor and shields can take are listed below.

Armor	Resistance
Banded Mail	350
Brigandine	350
Bronze Plate	450
Chain Mail	400
Field Plate	600
Full Plate	700
Hide	Variable
Leather	150
Padded	100
Plate Mail	500
Ring Mail	300
Scale Mail	400
Splint Mail	400
Studded Leather	250
Shields	
Body	150
Buckler	30
Medium	100
Small	50

If Armor is neglected (not cleaned, no dents put back in place) the armor will lose an additional 5 point per day if it was worn in combat. If not, no deterioration will occur. In other words : Clean those Shields! and while your at do the armor too...

When determining damaging spell effects : Damage is also applied to the armor. Whatever damage the spell caused to the victim is also caused to the armor. Magical armor has better resistance :

+1	150%
+2	200%
+3	250%
+4	300%

When Magical armor has been reduced to zero it loses ALL of it's magical properties and is then non-magical armor which has been reduced to 0. When the armor (not shields) is reduced to 1/2 resistance it is reduced in effectiveness by -1. when it is reduced to 1/4 resistance the armor protects at a -2 and lastly when the armor's resistance is reduced to 1/8 the it protects at a -3. It deteriorates no more after that until it is reduced to 0. When armor is reduced to 0 points it becomes worthless as a protecting device. An armorer might be able to scrap pieces of the armor to build a new suit but over all the armor/shield is trashed. If the Armorer makes a successful skill roll modified by the penalty the armor has (0 to -3) then he/she can repair the armor by 25% (50% if the armor rolls perfectly) if it has not been reduced to 0 resistance. This would mean that another stat would have to be listed with armor. Chain Mail (Ht 66, Wt 175, Res 229). Rarely would you find Armor in perfect condition.

COMBAT AND ARMOR

Armor	Damage
leather	d4
scale	d5
chain	d6
plate	d8

Every time a hit is achieved, roll the damage resistance of the armor, and subtract it from the damage done by the weapon, after modifications for strength, magic, specialization, etc. The plusses of magical armor add to this, but bonuses from rings, cloaks, etc do not. When a to-hit roll is made, the target is considered AC10, regardless of armor type worn. Standard dexterity, magical and other bonuses to AC apply. shield use: a character using a shield has a chance to turn a hit into a miss (though the shield takes the damage). This is determined before effects of armor are taken into account. The character must roll his dex/2 or less, with the following modifiers:

- +1 per weapon proficiency slot gained after 1st level
- +2 for a buckler
- +1 for a small shield
- +0 for a medium shield
- 1 for a large shield
- +x, where 'x' is the magical '+' of the shield
- 5 if not normally allowed to use a shield

A shield can only absorb so much damage in a single blow:

buckler	4
small shield	6
medium shield	7
large shield	8

If a shield takes this much damage in one hit, it is destroyed, but the character takes no damage. The character suffers any excess. The above values assume the shields are wooden with metal reinforcements. If all wood, reduce the values by 1. If all metal, increase by 1. If the shield is magical, increase by 1 per +1.

The total cumulative damage a shield can take equals the value above times 5. The total for a suit of armor equals the maximum damage it can resist times 25. If the armor stops all the damage from an attack, then the armor takes half the damage. If the damage penetrates the armor, the armor takes full damage. For every 25 points of damage the armor takes, reduce its maximum protection by one point.

HP MODIFICATIONS

All characters get 1d8 hp/level (plus Con bonus) to level 4. Characters get 1d6 (plus Con bonus) from L5 to L9. After level 9, they add 2 hp per level.

Three options exist to address the Con bonus for Warriors of Con 17 and 18: Drop them entirely; extend them to all classes; or only grant them for total levels as a Warrior. I recommend the third. Warrior percentile Strength bonuses are trickier. Again, one could eliminate them or extend them to all classes, but I recommend having them "toggle"--switching off while a Warrior is advancing in a non-warrior class. Why? Consider the percentile bonuses to be not so much due to some innate power within a Warrior's body as a result of the constant, daily workouts, stretching, etc. done by a Warrior each day. When advancing in another class, she wouldn't be able to keep up her regimen, therefore, her inhuman muscle tone would suffer. However, the percentile bonuses return whenever the character is advancing as a Warrior (getting back in training--Rahkie! Rahkie!--"I'm gonna fight da Russian.") I don't recommend toggling HP bonuses for Con. Assume that the extra HP are from the mass a character adds while being a Warrior. Extra muscle gone soft is still extra tissue to soak up damage.

REVISED COMBAT SYSTEM

The AD&D combat system utilizes a very simple model to represent the training and skills of different classes--differential hit die types. However this does not lend toward great flexibility. The following system posits that all character classes possess the same hit dice at the same levels. How to simulate the "toughness" of a fighter vis-a-vis a mage in such a case? I calculated the expected time a character of a particular level would last vs. a particular foe. Standardizing this foe gives standardized numbers. I then adjusted the foe's probability to hit vs. a single HP total to give the corresponding relative times for each class.

In doing so, I tried to preserve the "high rolls are good" philosophy of AD&D. The results are a system which introduces defensive maneuvering skills as opposed to differential hit points.

Combat still uses 20-sided dice. An attacker would roll a d20, and add her "Attack Bonus" for that weapon (see below). A defender, if mobile, has the option of parrying/blocking the blow or dodging it. To do so, she rolls d20 and adds her "Parry Bonus" or her "Dodge Bonus". If the total attack roll is higher than the total defense roll, the attack hits.

MANEUVERS

Attack: Pretty straight-forward. Roll the die, add your bonuses. If your total is higher than the defense roll, you hit.

Going berserk: This is the all-out crazy tactic. When a character does this, she loses *all* defense rolls, but is able to make extra attacks equal to her total parries. However, there is a penalty. A character takes a minus 6 to all attack rolls for each extra attack made, cumulative.

Feint: An attempt to fool the opponent. This expends an attack. The attacker makes an attack roll. If the total is higher than her opponent's defense roll, she gets to add the difference to her next attack roll.

Parry/Block: These are synonyms for the same maneuver. A character must have some sort of weapon or hard arm protection to use this maneuver against a weapon. Only melee and thrown weapons may be parried (thrown weapons parried at -1). Shields give a bonus to parrying (see "Equipment" below). Roll a d20 and add the pertinent bonuses. If the roll equals or exceeds the attack roll, the attack has been foiled.

Dodge: Any sort of weapon attack can be dodged. However, fired missile weapons are dodged at a -3 to the total--they move darn fast. A character who dodges may not attack after she dodges in that round. (For those of you who debate the usefulness of this maneuver; it is designed to give characters a chance against bows, and to give Rogues a real flavor in combat. It's just very much in genre for a thief to be in a face-to-face fight, never getting tagged, but never able to get in a telling blow--that's what back stabbing is for.)

NOTE THAT CHARACTERS DO NOT GET AN UNLIMITED SUPPLY OF DEFENSIVE MANEUVERS. A Warrior may defend twice as many times as she can attack. Priests may defend once at L1 to L6, twice at L9+. Rogues may Parry/Block once per round but Dodge as Warriors. Wizards may defend once per round. In no situation may a character attempt to defend twice against the same attack unless she is taking the "Turtle" maneuver. (See below.)

Turtling up: Sometimes you just don't care if you ever get a swat in--all you want to do is not get hit. That's what this maneuver's for. A player *must* declare this maneuver before making any defense or attack rolls that round. When taking this maneuver a character may make two (and no more) defense rolls against an incoming attack. However, these must be rolled simultaneously (two d20 rolls, thrown at once.) The character may not attack, but may use her attacks as extra defense rolls. If the character wishes to Parry/Block twice, she must have a weapon in each hand. If the character is also using a medium or larger shield, she may roll a third die if she so wishes and has defense rolls available, *but utilizing the shield in this manner negates any and all bonuses gained that round from wielding the shield--the character isn't parrying with it, just flailing madly, hoping to block something.*

ATTACK BONUS

The Attack Bonus represents that character's proficiency with the attack she is using. The base is the number from the column corresponding to the character's class type (Warrior, Mage, Rogue, or Priest) from Table I. To this base add all ordinary "to hit" bonuses for Strength, weapon specialization, magical "to hit" bonuses, etc. The result is the Attack Bonus. Always use the most favorable class when calculating this bonus for characters with more than one class.

DEFENSE BONUS

The defense bonus is calculated much the same way as the attack: Take the base from Table II and *subtract* the Dex AC adjustment (remember, for high Dex, the number is negative, so a Dex 18 character would subtract -4 or add 4), then add the Deflection of the character's armor to the total to get the defense bonus.

For GMs who like smaller bonuses--like me: These bonuses reproduce the probabilities given in the AD&D game. However, they can be a touch unwieldy at higher levels. Therefore, a GM may want to halve all Attack and Defense bonuses (round down). This will give defense an edge.

TABLE I: ATTACK BONUS BASES

Level	Warrior	Priest	Rogue	Wizard	HitDice	Monster
1	3	3	3	3	Less than 1	3
2	5	4	4	4	1	5
3	7	6	5	4	2	7
4	9	7	6	5	3	9
5	11	8	7	5	4	11
6	12	10	7	6	5	12
7	14	11	8	6	6	14
8	16	12	9	7	7	16
9	18	14	10	8	8	18
10	20	15	11	8	9	20
11	22	16	12	9	10	22
12	24	17	13	9	11	24
13	26	19	14	10	12	26
14	28	20	15	11	13	28
15	30	21	16	11	14	30
16	31	23	16	12	15	31
17	33	24	17	12	16+	33
18	35	25	18	13		
19	37	27	19	13		
20	39	28	20	14		
Each after	+2	+1	+1	+1	+0.5	

EQUIPMENT

The only equipment changes these rules make are to armor and shields. Shields are henceforth and forevermore weapons. A character must expend a weapon proficiency to use a shield to full effect. (Or suffer non-proficiency penalties while attacking and/or parrying with it.) However, since they are designed for parrying, they tend to aid in it. See Table III.

TABLE III: SHIELD ATTRIBUTES

Shield Size	Parry	Damage
Buckler 1	d2	
Small 2	d3	
Medium 3	d4	
Large 3*	d6	

*May use bonus while Dodging missile weapons.

TABLE II: DEFENSE BASES BY CLASS TYPE

Level	Warrior	Priest*	Rogue**	Wizard	HitDice	Monster
1	3	3	2	0	0.5	0
2	6	5	3	1	1-1	2
3	9	8	5	2	1	3
4	12	10	6	2	2	5
5	14	11	7	3	3	8
6	15	12	8	3	4	10
7	17	14	9	3	5	11

8	18	15	9	3	6	12	
9	20	16	10	4	7	14	
10	21	17	11	4	8	15	
11	23	18	12	4	9	16	
12	24	19	13	5	10	18	
13	26	21	14	5	11	20	
14	27	22	14	5	12	23	
15	29	23	15	6	13	25	
16	30	24	16	6	14	28	
17	32	25	17	6	15	30	
18	33	26	18	6	16	33	
19	35	28	19	7	17	35	
20	36	29	19	7	18	38	
Each after		+1	+1	+0.5	+0.25		+1

NOTES

*And Bards parrying (This compensates for the fact that Bards cannot back stab).
 **Only Thieves, and only for parrying. Thieves and Bards dodge as a Warrior of equal level. Monster defenses eventually outstrip Warriors since they still gain more HP per hit die over 9 than Warriors gain per level over 9. Armor

Rather than cross-indexing AC with THAC0, armor now protects against damage directly. Armor now has two new attributes: Deflect and Absorb. (See Table IV.) Deflect is directly added to a character's defense roll. Absorb subtracts from damage done to the character. This subtraction is from all weapon damage, but not from non weapon-bonus magical damage, unless the spell/breath weapon/etc. specifically states that armor offers some protection (a "to hit" roll required does not count, but a successful parry or dodge prevents the spell from working).

The Absorb attribute takes the place of the damage soak abilities of field and full plate armors.

Assume that magic missiles always find the chinks (they are magic) and that Fireballs and Lightning Bolts do general nasty damage that gets in through all the chinks at once.

Why not just have armor subtract from the hit roll or add to the defense roll? The problem here is that I would have to work out a table for each attacker's level, since the progression of straight subtraction from attack and/or addition to defense vs. probability to hit. is non-linear and different for each base attack roll.

Table IV: Armor Attributes

Suit	AC	Deflect	Absorb
10	0	0	
9	2	0	
8	0	1	
7	1	1	
6	0	2	
5	1	2	
4	0	3	
3	2	3	
2	0	4	
1	0	5	

To find the Deflect and Absorb of an armor type, cross-index old AC of the *armor worn* (without shield, Dex, or magical bonus--the AC 9 exists for "piece armor" users.)

For monsters, treat their hide as equal to "Suit AC", unless you feel that the AC is due to quickness and/or shields, then assign a defensive bonus of 2 for each difference in AC between listed and what you decide to be "suit".

Armor enchantment can now be split into two effects, Deflect and Absorb. Generally, two levels of deflect equal a drop in AC, and one level of Absorb equals a drop of 2 AC. The GM should institute limits, like no armor may be enchanted beyond Absorb 7, but do what fits your campaign power. These are approximations since the progression is not linear, but they work for most of the range.

For those who may question the "realism" of my assignment to armor of numbers, the combinations were chosen to give approximately the same modification in chance to hit as exists for the AD&D game. Questions of realism took a back seat to preserving the flavor of AD&D. GMs are free to alter these attributes as they wish to reflect what they consider "real".

THE SIX-SECOND COMBAT ROUND

One complaint often heard is that the one minute melee round is far too long, regardless of the game system. Since the old AD&D system used had the 6 second segment, which is sufficient, it will be used for the length of the new combat round.

During the course of a round, a character may attack once (more if of higher level) or cast a one segment spell (or one segment of a longer spell) or perform any other single action taking six seconds or less (or part of a long action). In spell descriptions, if the duration is in 'rounds', assume it is now in the new, shorter round, unless it makes more sense for it to be in minutes (generally, non-combat spells). The effects of this system will generally make two differences:

- 1) melee spell casting will greatly be reduced
- 2) fights will take a more realistic time (in game terms) to finish. Also, reduce the ROF of missile weapons by 1/2.

ERRATA: Piercing weapons don't harm armor very much. A hit from a small piercing weapon does no damage to armor, and a hit from a large one does only 1/2 damage ('small' would be bolts, arrows, darts, etc., while 'large' would be spears, glaives, tridents, etc.). If you feel that magical armor should have a greater total damage capacity, double the capacity for +1 armor, and add 10 (for a shield) or 50 (for body armor) for each additional +1.

CANTIPS AND THEIR PRACTICAL USAGE

CANTRIPS

A cantrip is a 0 level spell which is studied by apprentice mages to start their mastery of the various "taught" magics. They may only create minor magical effects and have a duration equal to the characters current mastery of magic on a scale of one to 60. When an apprentice can cast a cantrip with a duration of 1 hour they have reached first level mastery of magic (60 rounds an hour for those that cannot discern what this means). The effects of a cantrip are so small that they cannot (magically) cause a loss of hit points, (magically) affect the concentration of a spell caster's mind, cannot alter area of affects more than 10 cubic feet, and cannot create abundant amounts of any material (more than one pound of anything).

Cantrips should be assigned a slot on the "Wizard Spell Progression" table (PHB2, Table 21, p. 30). This slot will progress as the caster achieves new levels of proficiency as a mage, but starts when the character is actually an apprentice. As

per the UA (p. 45), an aspiring 0-level neophyte (-2000 x.p. to -1001 x.p.) may use 1 cantrip per day, 2 cantrips per day as a 0-level initiate (-1000 to -501), and 3 cantrips per day as a 0-level apprentice (-500 to -1). Also, note that specialist should be granted an additional cantrip which they may use once a day starting as early as a 0-level neophyte. This cantrip must be created by the specialist as a requirement for obtaining first level of mastery in his or her chosen specialization and (unless the DM wants to alter this) may be created and used on a daily basis at a point in their apprenticeship based upon their intelligence.

STARTING SPECIALIST CASTING OF PERSONAL CANTRIP TABLE

I	Neophyte	Initiate	Apprentice
Int 9-12		X	
13-15	X		
16-18	X		

Upon reaching first level of mastery, a mage may cast memorize four cantrips as though they were normal spells. So, a first level mage is able to memorize four 0-level cantrips and one 1st level spell. Specialists are also granted a bonus of being able to memorize five 0-level cantrips at the first level of mastery (or a bonus of +1 to the 0-level spell memorization table).

Progression on the "Wizard Spell Progression" table will be the same as 1st level spell progression. So, at second level, a mage will be able to cast two first level spells and five 0-level cantrips, at fourth level of mastery a mage will be able to cast two 2nd level spells, three 1st level spells, and six 0-level cantrips.

Adjusted Mage Spell Table:

Wizard Level	0	1	2	3	4	5	6	7	8	9
1	4	1	-	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-
3	5	2	1	-	-	-	-	-	-	-
4	6	3	2	-	-	-	-	-	-	-
5	7	4	2	1	-	-	-	-	-	-
6	7	4	2	2	-	-	-	-	-	-
7	7	4	3	2	1	-	-	-	-	-
8	7	4	3	3	2	-	-	-	-	-
9	7	4	3	3	2	1	-	-	-	-
10	7	4	4	3	2	2	-	-	-	-
11	7	4	4	4	3	3	-	-	-	-
12	7	4	4	4	4	4	1	-	-	-
13	8	5	5	5	4	4	2	-	-	-

e t c

As you can see, the addition of cantrips to the memorization capabilities of a mage do not overtly change the power level of playability to a high level character, but they do aid in allowing mages to obtain minor magical effects without expending the energies of a full 1st level spell. Please note that specialist mages obtain a bonus memorization slot for cantrips but the spell memorized must be entirely of that schools discipline (i.e., it must not be a combination of two disciplines, no matter how close the schools interact).

Cantrip memorization (once the mage has reached mastery of first level spells) is treated exactly like any other spell memorizations. But, a mage need only have been in a restful state for 2 hours before he can rememorize any cantrips. This includes normal riding, sitting, sleeping, or other restful activities but does not include

heated argueing, walking, hard riding, or any sort of exerting physical activities (including spell casting). After resting, a mage may memorize cantrips at a rate of one every five minutes.

SPELL BOOKS

Cantrips must be recorded in a spell book just like any other spell. They take up a full page in any spell book, since it would be unwise to allow two spells to occupy the same page less some sort of intermingling magic occur. But, due to the size of cantrips their actual recorded formulae tend to be at least one-half the size of normal 1st level spells. This means that a mage may have a spell book (specifically designed to hold cantrips) which is one-half the size and bulk of a normal spell book containing the same amount of 1st level spells. So, if cantrips are recorded in a normal-size spellbook they take up the same amount of space and encumbrance, but in their own special book they can be reduced to half of the normal encumbrance, though, they may not exceed the standard spell book capacities of 100 spells in a standard spell book, 25 spells in a scroll spell book, and 50 spells in a travelling spell book.

CANTRIPS AS AN ACQUIRED ABILITY:

(Please note: This rule is highly bitched about by non-mages.)

Due to the highly mutable forces of magic throughout the world (or at least this one), continued control and use of arcane forces affects the sensitivity of a mage to the forces which he or she exercises control over. This sensitivity sometimes causes a change which attunes a mage to a certain minor magical affect which he has used as a cantrip in the past. This gives the mage has a chance of acquiring the innate ability to cast a cantrip once per turn with no need to use a memorization slot, though the mage must still use all verbal, somatic, and material components which are normally required for the cantrip. Upon reaching 2nd level, the mage obtains a 5% chance to gain any known cantrip as an innate ability (modified by the innate cantrip Acquisition Adjustment' table. [Note: Specialists may only acquire innate cantrips which are based solely on their specific school's discipline.] If a mage fails to acquire this innate ability they must wait till they acquire the next level of proficiency before rolling again. Each failed try adds 5% to the base chance of success on the next check.

Once the mage has acquired an innate cantrip their chance to gain another one starts back at a base of 5% and may not be checked until the mage gains the next level of proficiency, though, you may want to allow a check when a major change in intelligence occurs in an upward path (e.g., aging, magical increases in intelligence, etc...). ioun stones or any other temporary magical implements which are temporarily raising a mage's normal intelligence will not modify this percentage. Innate cantrip Acquisition Adjustment Table:

Section A: Intelligence Modifications

	Int	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25			
	Mod	-25	-20	-15	-10	-5	0	+1	+2	+3
+4	+5	+10	+15	+20	+25	+30	+35			

Innate cantrip Acquisition Adjustment Table:

Section B: Situation Modifiers

Situation	Bonus %	
Direct divine intervention		+50/-50
Indirect divine intervention		+25/-25
Schools specialist	+5	
Class level	+1/level	
Alignment stability excellent	+5	
Alignment stability nominal	0	
Alignment stability poor	-5	
Alignment change during level progression		-10
Previous use of Permanency spell in attaining any innate magical powers		-10
Previous use of wish-like power or spell attaining any innate magical powers		-

25

Note: The cantrip gained should be one that the mage has learned and used in the course of his or her adventures and should be chosen by random chance, unless the DM wants to assign a particular cantrip; possibly assigning the personal cantrip which a specialist must create to gain first level of mastery within his or her school of magic.

DETECT/READ MAGIC

Is it me or is it just unfair to expect mages to have to cast these like ordinary spells. Allow mages a percentage chance of 10% per level of the mage to do either function. Of course, the spell makes things easier... but isn't required.

READ MAGIC

I agree that any mage should be able to read any spell written in a magical language he is familiar with. If the campaign uses several magical languages, then this spell would be useful for reading (for example) a scroll in a different tounge. If, on the other hand, there is only one magical language, this spell is worthless.

DETECT MAGIC

To interject an idea from another system: in GURPS, a character must have some degree of Magical Aptitude in order to cast spells. However, based on the degree of Aptitude, a mage has a chance to recognize an item as magical by doing little more than looking at it (like aura reading). There is a Detect Magic spell in GURPS, but it allows things that plain Magical Aptitude won't do. For example, assuming the spell works (yes, you have to make a skill roll just to successfully cast a spell in GURPS), it will be 100% accurate in reading a item as magical, and the spell tends to work more often than relying on Aptitude. Now, after all this rambling, you're probably wondering how this fool is going to connect this to AD&D. Never fear, an arbitrary optional rule is coming up. Since there is no real AD&D equivalent of Magical Aptitude, the following method will probably work as well as any other. Whenever a mage is within viewing range of an item (ie, can tell what it is), if he concentrates for a round, and makes a successful save vs magic, he can tell whether or not the item is magical. A failed roll reveals nothing, unless ti is a critical failure (a roll of 1-2), in which case the caster gets the *opposite* impression (needless to say, the player doesn't get to see the roll).

FAMILIAR SPELLS

Familiar Spells are those spells which a caster doesn't forget every time he casts. A mage can have no more Familiar spells then his max spells learnable/level as read off the intelligence chart. In order to become familiar with a spell, the caster must spend 2 hours per spell level studying the spell. After this studying the spell

is considered familiar, however, if the spell is not cast or reviewed for 5 min/level in a month the spell is forgotten, and another spell can take its place as a familiar spell. Optionally, specialist mages can have 1 extra familiar spells/2 levels, provided that it is in his specialist school.

MAGICMEN

Note: Idea taken from the book SpellFire

Such people are usually born at a sight of major magical residue, for example a place where a gate had existed, etc. Even so, these magicmen are very rare. To see if you have a magicman, roll 000 on d1000 (Not a Psionics Roll), the chance of herediting being 15%.

Usually, magicmen are human (double chances). This is because human bodies are most flexible with change. Dwarves can never be magicmen because of their extremely non-magical nature.

Magical artifacts will usually not let themselves be wielded by magic men, because they perceive the magicmen as "voids" which try to suck their life away.

Magicmen are able to affect surrounding magical forces. They are able to absorb spells which are cast upon them. These spells which they absorb are stored as a raw energy within their bodies. As the magicmen go up in levels, they learn to use this energy in various different ways.

Magicmen almost never concentrate everything on their form of magic-- they usually are fighters, rangers or thieves as well. One could also have a wizard or a cleric, but one loses the ability to cast spells normally.

EXPERIENCE LEVELS

A magicman's level goes up according to his other profession, with the following modifications:

Class	XP Multiplier
Wizard	0.3
Priest	0.7
Ranger	0.9.
Paladin	0.9
Other	1.5

All spellcasters lose normal spellcasting ability!

Note that while these classes are called "Wizard" and "Priest", they really aren't. I just couldn't think of any other names to give them. "Wimp/MagicMan" and "Adept/MagicMan."

Thus while a fighter needs 125,000 experience points to advance to L8, a fighter/magicman needs 187,500 experience points to get to the same level. On the other hand, a magic-user needs 90,000 to get to level 8, but a magic-user-man (who can't cast any spells, remember!!) needs $90,000 * 1.5 * 0.3 = 45,000$ experience points.

POWERS

Magic Men have some of the following major powers: Immediate Absorption, Dispel Magic, Magical Redirection, Magical Transparency, Magic Soak, Spellfire, SpellTouch, SpellBlast, Heal Touch, Heal Self, Power Self.

In each of the above abilities, there is a Level of mastery. All MagicMen start level 1 with Immediate Absorption Level I. There is no maximum level, except when noted in the ability description.

MagicMen also receive minor abilities These are: Aura, Scanners, HotSpot, ColdSpot, Spark, Slider, Hopper, Ink Spot, Pucker, Bright Light, Absorbing Armor, Charge, Breaker, Thumper, Throw, Blink,Teleport.

IMMEDIATE ABSORPTION

When a spell is cast such that the Magicman is affected by it, he gets a chance to absorb the spell and thus not be affected by it. According to the spell save type, see below:

A. Spells which have no save: the magicman receives a absorption check for the spell. If he does not make it, he is affected. If he makes it, he has absorbed the magic power behind the spell.

B. Spells with a save which Negates: The magicman rolls 2 saves, the second being a absorption check. If the saves are:

Save Save: The magic man absorbs the spell.

Save Fail: MagicMan is not affected, but doesnt absorb spell.

Fail Save: In All Cases, the MagicMan absorbs half the spell.

(1) Mental/Charm/ Sleep etc spells: MagicMan stunned for 1d4 rounds. Absorbs 1/2 points from the spell

(2) Other: DM's choice. (Short Duration?) Can have it as Save/Fail.

Fail Fail: The magicman is affected by the spell.

C. Spells which have a save for 1/2 damage: The magicman rolls 2 saves, as follows:

Save Save: The magicman is not affected by the spell, and absorbs it.

Save Fail: The magicman takes 1/2 damage, does not absorb it.

Fail Save: The magicman takes half damage, absorbs 1/2.

Fail Fail: The magicman takes full damage, and does not absorb it.

D. Spells with Special Saves: DMs use their imagination.

Note that in the case of area effect spells, such as Fireball, if the magicman absorbs the spell, it only applies to the fireball around him. The others in the party have to proceed as normal with their saves.

ABSORPTION CHECK: This is partly based on magic resistance. The magicman has a base magic resistance of 10%, and for every level of mastery a magicman has, give 10% magic-resistance. Then, when a spell is cast, the actual check is $MR + (11 - \text{Caster's Level}) * 5\% - 5\%$ per level of spell. Thus a person with Absorption Level III (Which is pretty high) will have a $40\% + 30\% - 15\% = 55\%$ of absorbing a fireball cast by a 5th level MU but only a $40\% - 20\% - 5\% = 15\%$ chance of absorbing sleep cast by a 15th level magic user.

MAX MASTERY LEVEL: VI (Six). Note that in order to make things fair, a DM may rule that levels IV (Four) and above may only be achieved after the character reaches level 10.

AMOUNT OF POWER ABSORBED: The MagicMan, upon successfully absorbing a spell, absorbs "Level of Spell Cast + (Level of Caster / 5, round down)" points of power. If only half

is absorbed, then round up after dividing by two. Exception: In the case of "Damage" spells, Absorbed is 1 point per 10 points of damage, round down, + 1/2 Level of spell, round down.

Therefore, suppose Hooknose the wizard (15th level) was casting a few spells at a magician, and he absorbed all of them. Then, this is what happens:

Sleep (L1, no save): Absorbs $1+3=4$ points.

Burning hands (L1, Save 1/2): Suppose the wizard did max damage. Then the magician would have taken $3+20$ (as 20 is the max)=23 points. Therefore, MagicMan absorbs $2+0=2$ Points.

Gust of Wind (L3, no save): $3+3=6$ Points.

Delayed Blast Fireball (L7, 1/2 save): Suppose the damage was average, ie 3.5 on each d6. That becomes $10*3.5+10$ (max dice it can have is 10)=45 hp damage. Thus, the Magicman absorbs $4+3=7$ Points.

On the other hand, if a Death Knight had blasted him with his 20HD fireball, at full damage, the magician would have absorbed $120/10+3/2=13$ points.

MAX ABSORPTION: The maximum points a magician can hold is $\text{SQRT}((\text{INT}+\text{CON})*\text{LVL})$, round down. If a magician absorbs more points than he can hold, the excess points each give him damage at 1d6 per point (or DM's choice). In this way, it is possible to kill a MagicMan by overdose.

DISPEL/ABSORB MAGIC

Upon coming across a magical area or an object within range the magician can dispel this magic with a success rate of:

20% per level of mastery + $5\% * (\text{your level} - \text{caster's level})$.

Range: Mastery I,II: Touch Mastery III and higher: 1ft/Mastery level greater than II.

Dispel Magic can be retried every 2 hours, at a 10% penalty, cumulative.

Each try costs two magic points. If the magician is out of points, he has 1/5th the chance of success.

Dispel Magic II is slightly less powerful than the Spell Dispell Magic.

Unfortunately, the caster does not get to absorb any magical points.

MAGIC REDIRECTION

Upon concentrating on this alone during a round, the caster can redirect magic from one victim to another direction.

Range: For each Level of Mastery, the magician can enable this effect an additional 2.5 ft from him self. Thus, at level I&II, it basically only himself.

Direction: For Each level of Mastery the magician can bend the incoming spell 45 degrees in any direction. Thus at Level IV he can bounce a spell back at the caster - basically SPELL REFLECTION. The direction is chosen before the DM tells the player which spell he may or maynot be reflecting.

If a spell is coming in at an angle, the spell gets turned by the same amount. Thus, it is possible that a spell aimed elsewhere actually hits the wizard instead.

MAX LEVEL: IV

Redirection works on spells which affect one person, a group of persons etc. It will not affect Area spells. Thus, Lightning Bolt will be turned, but Fireball (though turnable while not exploded) will not. Even if the untriggered fireball is turned, its area will probably still include the caster.

To see who gets affected by a newly-turned spell, roll an attack for the spell as though by a monster whose level is twice the spell's level. Note that this attack is like a rust monster's - only magical plusses and dex adj's (for visible spells like lightning bolt) count.

Any spell that gets redirected uses up "level of spell" points from the magicman. If the magicman goes below 0 power points, then the redirection is unsuccessful, and the magicman suffers 1d6 points damage for every negative point. The magicman is affected by the spell.

A MagicMan may not do anything else other than walking while using redirection. Redirection may not be used for more than WIS/3 (round up) rounds consecutively.

For every round that redirection is used, 2 rounds of rest are required.

Extensive use of this power (on and off for an hour, say) results in Severe Headaches, to the point of inability to do anything else.

MAGICAL TRANSPARENCY

With Magical Transparency, a MM gains extensive magic resistance:

Base 20% + 20% per level of mastery.

This is in addition to their IMMEDIATE ABSORPTION ability.

Magical Transparency can be used for WIS rounds at a time. However, while doing this the caster cannot do anything other than walk.

For every round of magical transparency, 2 rounds of rest is required.

Extensive use results in severe headaches.

MAGIC SOAK

By Magic soak, the magicman is able to soak up magic points from the air around himself, even if no spells have been cast in that area. He draws the magic from a field of weak magic surrounding the planes.

Magic is soaked up at the following rates:

Mastery Level	Rate
I	1pt/day
II	1pt/6hrs
III	1pt/hr
IV	1pt/2turn
V	1pt/turn
VI	1pt/5 rounds
VII	1pt/2 rounds
VIII	1pt/round (20 min.?)

Note that when in the middle of a permanent area effect spell, the rate is doubled -- though the magician does not know it unless he uses his abilities.

MAX LEVEL: VIII

SPELLFIRE

Spellfire resembles red dragon fire breath emerging from the open palm of a magician. This fire is the same color as a magic missile, my assumption being blue. It however has both the components of Fire and Lightning.

Range/Size: 20 ft/level of mastery + 5 feet every level of MagicMan. The cone starts off at the size of a hand, and expands 1 ft in radius every 5 feet.

Duration: 1 round. Does not need to be stopped if extending into next round.

Damage: Depends on mastery level and distance.

Mastery	Damage/	Point	Min level
I	4		
II	6		
III	8		
IV	9		
V	10	10	
VI	11	15	
VII	12	20	
VIII	13	25	

Also, as persons further away will take less damage, damage decreases at a speed of 1 dam point/point per 5 feet.

In the case of MagicMan vs. MagicMan, the receiving magic man will automatically absorb 1/2 of the power points being used and take no damage.

A magician cannot use more than (CON/3, round down) points in one round.

Save: for 1/2 damage. Dex check for those on edge of cone to get out of way. Beings which have resistances to fire and/or lightning average their immunities.

If "cast" at a beginning range of less than 1 ft, spell fire will eat through the following materials at the following rates:

- Wood: 2" per point of damage (1ft per 6 point of damage)
- Earth: 1" per point of damage
- Stone: 0.5" per point of damage (1" per 2 points of damage)
- Iron: 0.25" per point of damage (1" per 4 points of damage)

SPELLTOUCH

By making a successful roll to hit, or if the victim is holding onto the magician, a magician can inflict extreme damage upon an opponent. Save for 1/2 damage. The fire/lightning thing applies, as in spellfire.

Duration: Until contact is made. If More than one person is being held onto, the damage is divided between.

Damage: Depends on level of mastery.

Mastery	Damage	Min Level
---------	--------	-----------

I	6	
II	9	
III	12	
IV	15	
V	17	10
VI	18	15
VII	19	20
VIII	20	25

Note that a receiving end magicman will automatically absorb 3/4 points expended.

A magicman can use upto (CON/3, round down) points per round.

SPELLBLAST

In this extremely dangerous ability, the magicman releases ALL of his powerpoints in one extreme blast.

Range: 10ft radius per power point used. Note that it will explode through wood at 5ft/point, earth at 4 ft/point, stone 2.5 ft/point, Iron 1ft/point.

Damage: 1d10+2/Mastery Level per point used. Save for 1/2 damage. All objects must save versus Crushing blow AND Magical Fire if more than 50 points of damage generated.

Risk: At Mastery level I, the magicman takes 1d6 damage per point used. Level II, 1d4; Level III, 1d2; Level IV, No Damage. After being used, the caster is unable to do anything other than rest/crawl for 1d4 hours, after which recovery takes 1 hour/point used. Note that if a NonWeapon proficiency is used, the magicman can use some ability or device (1 per proficiency) while activating SpellBlast. Usually that device is a teleportation device of some kind. Note also that the ground beneath the caster is also blasted, so he might have a big drop beneath him.

Mastery level: Affects personal damage. Maximum of IV.

Save: for 1/2 damage.

MAGIC CAPTURE

Once a magicman reaches a certain level, he can actually analyze and thus learn some WIZARD spells that he is absorbing. Once a spell is learned, he can cast it at any time, using up as many spell points as the spell's level multiplied by two.

The chance of him learning a spell are his LearnSpell% (based on his Intelligence) - 170% - 20% per level of spell + 10% per level of Magicman. If only a negative roll will let him learn a spell, he cannot learn the spell until he reaches a correct level.

For example: A magicman with INT 17 has %Learn 75. Thus his chance to learn a first level spell through spellcapture is $75 - 170 + 10 \times \text{perLevel} - 20 = -115\% + 10\% \text{ per level}$. Thus, at 12th level he will be able to learn his first spell. Cantrips count as 0th level spells, using 1 power point to invoke.

Continued example: A magicman with INT 12 has Learning chance 50%. Thus, we calculate $50 - 170 - 20 = -140\% + 10\% \text{ per level}$. Thus, at 15th level he will have a chance to learn a first level spell.

Once a magicman has learned the spell, he will remember it till he dies. After all, to him he just has to reach out like So..... and voila, there is the spell.

Once a magician can start learning spells, he goes at the rate shown for wizards. Thus, our magician with INT 17 could learn 1 1st level spell at level 12 (success possibility 5%), another 1st level spell at level 13 (success 15%), a 2nd level spell at level 14 (success 5%), a 1st level (35%) and a second level (15%) spell at level 15, etc.

If in going up the levels, one finds that the possibility for learning a spell drops to 0% or below, simply wait (don't learn any spells) until one reaches sufficient level.

Once a magician has dissected and learnt a spell, he casts the spell at his equivalent level. For example, the INT 17 wizard at level 12 would cast MAGIC MISSILE as a 1st level wizard.

If a magician casts a spell on himself, or lets himself try to absorb his own spell at the moment he is casting it, a magical energy temporal loop is set up. This usually results in major damage to the magician, or some wierd effect such as being transported in time.

HEAL SELF

By the use of heal self, a magician can convert power points into hitpoints.

Mastery Level I: 1d4 points healing per power point

II: 1d6

III: 1d8

IV: 1d10.

User's hitpoints cannot go above his own max HP.

Up to 2 points per round may be converted into hitpoints.

Max level of mastery is IV.

HEAL TOUCH

This spell lets a magician convert power points into healing for other people.

Mastery Level I: 1d2 point healing per power point

II: 1d4 points healing per power point

III: 1d6

IV: 1d8

Up to 2 points may be converted per round.

Max mastery level is IV.

POWER SELF

This spell lets a magician convert his own hitpoints into powerpoints for immediate use with another ability.

Mastery Level I: 1d10 hitpoints per power point

II: 1d8 hitpoints per power point

III: 1d6

IV: 1d4

Thus, if a magician really needed to SpellFire a monster, and decided he would need at least 3 points to kill it. However, he has only 1 point. He can add POWERSELF level I in order to get the two points, but it will cost him 2d10 hitpoints.

Only CON/4, round down powerpoints can be recovered per round. More may be recovered, but the magician must make a CON check for each point at -5 or die (from exhaustion) after he has used these points.

POWERSELF cannot be used to power HEALSELF, MAGICAL REDIRECTION or HEALTOUCH.

MINOR ABILITIES

AURA (0.25)

This ability will allow the magician to see if any one item has a magical aura. What kind is unknown but any magic will register an aura.

SCANNERS (2.00)

With this ability the magician can scan the area for 10ft around himself for 5 rounds in order to detect invisible, out-of-phase, ethereal, and undead life-forms. He will also be able to sense the presence of hidden thieves and life-forms hidden by a wall, etc.

HOTSPOT (0.50 points)

A 13 foot range for an instantaneous 6 inch diameter flat circle of 500 degrees F heat. Blisters flesh, etc., for 2d5 points of damage and is hot enough to ignite paper, wood, etc., and cause items to save vs magical fire or gbe destroyed. Remember this is a flat circle not a spherical area.

COLDSPOT (0.50 points)

The reverse of Hot Spot but only -100 degrees F cold and 2d4 HP damage. It will freeze water, and cause itmes to save vs. frost or be ruined. It may be cast so that non-living objects break the plane but not the living.

SPARK (0.50 points)

A little mini-bolt of electricity some 13 inches long with a 7 foot range. It does 2d4+1 HP damage and stuns any living victim of less than 45 hp (8 HD) for 1d2 rounds. The spark jumps from the right (only) index finger to the target.

SLIDER (0.5 points)

This one causes a 5foot diameter circular (flat) area up to 12 feet distant to briefly (one round only) become zero-co-efficient, like an application of Perfect Polish. Those caught unaware by this and who are moving must make a dexterity check at -2 or fall.

HOPPER (0.75)

Causes the caster to immediately jump or 'hop' one foot per each strength point (or part of) he has along a horizontal plane. He will climb to a height equal to 2/3rds the leap distance at midpoint along his aerial path. For example, a character with a strength of 18 could jump 18' away, his feet being 12' off the ground at his high/mid-point. Landings are up to the hopper as no special aid or help is given to him by this spell. Note that the full distyance is always covered and it can be so done from a standing start with the legs unflexed.

INK SPOT (0.75)

This ability causes a 10 foot diameter globe of air up to 13 feet distant to instantly become inky black and totally opaque to all (human/ elven/ infra/ ultra) vision. Note that this actually converts the oxygen molecules to magical light absorbers. This effect is dispersed in still air in 1d4 rounds, in slow moving air in 1d2 rounds, and in breeze etc in 1 round. In winds of above 20 mph it doesn't even count.

PUCKER (0.5)

This causes any man-sized target's mouth to become 'as if alum had been applied liberally throughout.' The net effect of this is that he cannot speak, only make 'gargle-choking' sounds for the 1d4 rounds duration. Then, all returns to normal, instantly.

BRIGHT LIGHT (0.5)

Immediately causes a 7 foot diameter area up to 13 feet distant to light up for 4 rounds with a whitish-yellow glow of 150% full daylight intensity. It is not a flash, but a fast increasing natural time curve, brief though it may be.

ABSORBING ARMOR (Special)

This ability causes a shimmering dull glow to cover the caster from head to foot. This energy field will absorb upto 1d4 points of damage per 0.5 magic points used. The glow may be replenished while in the middle of combat, but only one dose of 0.5 points may be used.

Thus, if one wanted to use 1.5 points for protection, he would use 0.5 each round for 3 rounds.

The absorbing armor will fade away at 1 point every 2 rounds once engaged.

Note that the DM should find out how much damage the absorbing armor will absorb.

CHARGE (0.5)

With this ability a magician can cast a shimmering red glow on some inanimate object. This glow, upon touching living flesh, will inflict 1d4+1 points of electrical/fire (spellfire-like) damage, and then fade away. Until it touches living flesh, the glow remains. Note that it is near impossible to get to living flesh through plate armour.

If cast upon living flesh, the glow simply passes through and finds the next inanimate object in the line of casting.

BREAKER (1.0)

This is a force which can cause items to break. It only affects items being touched. The force acts as though a person with 18/00 strength were breaking the item - for bend bars etc. Note that if a person punches with this force, he will inflict +6 points damage.

THUMPER (0.5)

An invisible 'kinetic push' of 1d6 HP damage and 7' range. Like a shove, it CAN push a man-sized object off balance if he's caught unawares. This force emanates from the palm of the right hand (only).

THROW (1.0)

When this magic is called upon, the caster may choose any man-sized or smaller object which weighs under 150 lbs to be thrown for 10' and (non-edged weapons) do 1d6 points of damage. Edged weapons do normal damage. The object can only travel in a straight line. Dexterity Bonus applies on the to hit roll, which is rolled as though using a non-proficient weapon (Unless a proficiency slot is devoted to this ability.

BLINK (2.0)

With this ability the magicman can go invisible for 1d4+1 rounds.

TELEPORT (Special)

With this ability the magicman can instantaneously teleport (no error) up to NumberPointsUsed*2 feet away.

LEARNING/IMPROVING ABILITIES

At 0th Level, a magicman starts off with MA1 and MS1 (Mag Absorb. Mastery I, Magic Soak Mastery I). This is automatic - it is the first thing which ever develops.

Every time a magicman makes a level, starting at first, he may either advance by 1 in some ability, or start at level I in some new ability. To determine which ability benefits, consult the following table.

Roll	Receive
1d12	
1	Immediate Absorption
2	Dispel Magic
3	Heal Self
4	Heal Touch
5	Magic Redirection
6	Magic Soak
7	Magic Transparency
8	Power Self
9	SpellBlast
10-11	SpellFire
12	SpellTouch

Note that SpellCapture is an ability which comes with the class.

For the minor abilities, a magicman gains 1 each level. This is rolled as below. Reroll if the person already has the ability.

(1d20)	
1	Aura
2	Scanners
3	HotSpot
4	ColdSpot
5	Spark
6	Slider
7	Hopper
8	Ink Spot
9	Pucker
10	Bright Light
11	Absorbing Armor
12	Charge
13	Breaker

14	THumper
15	THrow
16	Blink
17	Teleport
18-20	Reroll

In this manner, a magicman gets to know all these minor abilities by about 12th level.

Every (20-INT, not to come below 2) levels a magicman gets to pick a major and minor ability. Thus a magicman with intelligence 16 could pick extra abilities at levels 4,8,12,16 etc.

Order of picking: First, the PC rolls major and minor abilities. If the person gets to pick one of their extra abilities (as outlined in the previous paragraph), they pick it after all the others.

ETC

A Magicman gains one extra nonweapon proficiency initially-- this is because they usually start out older, after having found out they cant be a magic user.

A Magicman does not have the ability to memorize spells in the ordinary way. This is because when trying to memorize a spell, his body absorbs the spell as soon as it hits his mind. However, he could be an apprentice/servant/bodyguard to a magic user.

A Magicman gets to cast spells purely from manipulating fibers of magical reality once he reaches a high enough level. He can cast these spells as long as he has power points.

A Magicman is not hindered by any sort of armor.

A Magicman CAN use wands, etc like a magic user could. He could also be a psuedo-priest, who cant memorize any spells but can still use priest items, such as staffs of curing.

A Magicman can choose to not absorb a spell. In this case he is like a normal person. This however takes concentration, which cannot be maintained for more than WIS rounds without rest. For each round thus spent, the magicman must rest for a round.

If a Magicman lets himself absorb a spell, he must absorb it fully. Thus, if he exceeds his limit, he starts taking damage from the overdose.

Absorbed power also takes the form of temporary hitpoints. These hitpoints are the last to go. Thus, if a magicman has normally got 13 hp, and has 2 powerpoints stored up, then the normal 0 hp becomes -2 for him, and -10 becomes -12 for him. Thus, he can be at -1 hp and be alive. (just barely.) (He could then do a SpellBlast or some such thing, and thus really die.)

There are two spells which are harmful to the very being of a magicman; these are Dispel Magic and Antimagic Shell.

Dispel magic cast on the magicman himself is tried against every point he has, the points being treated as the magicman's level. AntiMagicShell immediately destroys all points stored. In both cases, every lost point results in 1d6 damage.

DEATH

If a magician dies (in the above case, at -12) and still has power left over, he "lives" in the power, until the power fades away (at 1 point per week). If no one brings him back to life in the time being, he fades away and dies, finally going to wherever souls go.

Upon resurrection, the magician has a +5% on his resurrection roll for each remaining point, because it is that much easier to resurrect him.

MAGIC ACUITY

This system gives an account of spell failure for mages and the consequences for spells that fail.

All mages must make a percentile roll to determine a stat called Magic Acuity. This is the base chance of casting a spell correctly. When a mage casts a spell, he takes this base and adds the bonuses and penalties from the MA Adjustment Table and rolls against this number. A number equal to or less than the adjusted MA indicates a successful spell casting, a roll higher than a character's MA indicates failure. A failed spell, however, can have effects as shown on the Failed Spell Effects Table.

MA ADJUSTMENT TABLE

Each level above 1st	+2
Each HP Damage taken this round	-3
AC9 leather armor	0
AC8 leather	-2
Padded armor	-2
Studded leather	-4
Ring Mail	-6
Scale	-8
Elvin Chain	-10
Chain	-12
Splint	-15
Plate	-18
Field Plate	-22
Full Plate	-25
Using Shield	-15

FAILED SPELL EFFECTS TABLE

% roll	Effect
01-19	Normal Effect
20-24	Works - some aspect randomized
25-29	Works - costs 2x energy
30-34	Works - can't cast during next round
35-39	No Effect
40-44	No Effect - uses 2x energy
45-49	Fireball causing d4 x spell level centered on mage
50-54	Fireball d8 x spell level
55-59	Spell work as if cast by a mage d4 levels lower
60-64	random spell of 1 level lower
65-82	random spell of same level
83-89	random spell of 1 level higher
90-94	random spell +/- d4 levels
95-00	Works - drains d8 con. recovered at 1pt/hr

SPELL PTS

The rationale behind this spell point system is very different from TSR's view of magic. IMHO, a mage and possibly a priest forgetting the complex formulae required to cast the spell right after a spell has been cast is bull. The system I have developed also views spells as complex formulae that must be remembered, however the spells are not forgotten after a casting. The spell point portion of this system deals with the fact that after a spell is known and can be cast, it takes a certain amount of energy to open the link to the positive material plane or to channel the power from the deity.

This system will have a tendency to make low level spell casters more powerful, to make high level spell casters weaker over a period of time, and to make all spell casters more versatile.

Enough introduction. On to the system.

In all cases, a spell requires a number of spell points equal to the level of the spell in order to cast it. Casters get spell points according to the following equations.

For mages :

$$\text{1st level : } SP = (2 * INT + CON - 30) / 4$$

$$\text{2nd level and beyond : } SP = (2 * INT + CON - 30) / 7$$

For clerics :

$$\text{1st level : } SP = (2 * WIS + CHR - 30) / 4$$

$$\text{2nd level and beyond : } SP = (2 * WIS + CHR - 30) / 7$$

Obviously, spell points gained at each level are summed with spell points gained at lower levels.

All the spells in a mages book or grantable by a clerics god can not be remembered by the caster at one time. To determine how many spell levels can be held in memory by a mage refer to Table 21: Wizard Spell Progression in the Players Handbook. Add the spell levels given by this table up. That number is the total number of spell levels the caster may memorize at any one time. The same thing is done for priests using Table 24 : Priest Spell Progression. Two special cases to consider are specialist wizards and priests with high wisdom.

Specialist wizards get an extra spell of their school for each level of spell they have mastered. These spell levels are just added into the total number of spell levels available to them with the stipulation that this many spell levels must be used on spells from the specialists school.

Priests with high wisdom also get bonus spells. These spells are added to the total number of spells available to the priest only when he reaches a level at which he could use spells of the level in question.

Spell points are regained by resting. One spell point can be regained per hour of sleep, up to eight in one night. One spell point may be regained per two hours of resting which is not sleep, i.e. sitting around doing nothing except relaxing. This limits casters to regaining a maximum of 16 spell points in one day of complete rest. If they must spend the day travelling then they can only regain eight by sleeping.

Another limitation on casters is that it takes one hour of study (or prayer) per spell level to memorize a new spell.

A possible addendum to this spell system that I am working on will allow casters to cast spells even when they have run out of spell points by risking damage, aging, loss of stats, or even death.

SPELL IMPRESSION

Impression is a technique developed hundreds of years ago by the Grand Invoker Kuntis the Wise. Soon, however, the technique spread to the other schools of magic. However, Kuntis and the rest of the Invokers were jealous that this new technology had been stolen, and worked a mighty spell to erase all knowledge of the technique. Unfortunately, that means they forgot it too.

Recently, the technique has been coming back into stead. Some say adventurers breached Kuntis' inner sanctum, escaping with the secrets, others say it was just rediscovered. At any rate, it offers many new options to mages.

TABLE I / IMPRESSED SPELLS POSSIBLE BY INT

Int per level Level Time	# Impressable Max Casting	% Failure		Max Spell
15	1	30%	2	3
16	1	25%	3	5
17	2	20%	5	7
18	2	15%	-	-
19	2	10%		
20	3	5%		
21	3	4%		
22	3	3%		
23	4	2%		
24	4	1%		
25	5	1%		

Base#_Spells_: This lists the base number of spells impressable. This amount is increased as the mage rises beyond the 8th level. +1 for 3 levels, then it takes 4 levels, then 5 levels and so on. So a mage with a 15 IQ would be able to impress 1 spell, at 11th level he would get 2, at 15th level he would be able to impress 3, and at 20th level he would get 4. A mage may NEVER IMPRESS MORE SPELLS THAN 1/3 HIS IQ. (Round Down.)

Chance of Spell Failure This is the chance that each Impressed spell will fail when recalled expressed as a percentage. It is derived by multiplying the percentage by the number of spells Impressed. This number is reduced by twice the casters level. Consider our 11th Mage with 2 Impressed spells (Magic Missiles) and an IQ of 15. The chance that each magic missile will not work properly when recalled is 38% ($(2 \times 30\%) - (2 \times 11) = 38\%$). A 00 indicates automatic failure, whereas a 99 indicates great success. (Usually +2 damage per die, or -4 saves.)

_Max_Casting_Time_: This is the Maximum casting time for each spell to be impressed.

Impressing The Spells:

In order to impress a spell, a mage must know the proper impression spell, know the spell to be impressed, and have both spells memorized and ready to cast. Before and after the impression, the Mage must undergo a special purifying/cleansing ritual. A Mage must be at least 8th level to cast any Impression spell (otherwise losing 1-4hp

Impression and Spell Components: Casting an Impression spell allows a Mage to precast a set number and type of spells. At that time, all components must be present and are consumed. Later, when the spell is recalled, the spell takes affect exactly as if it had been cast in 1 segment. No components except the verbal command word are needed, and the spell to be recalled or the original Impression spell need not be memorized.

Impression and Apprenticeships: When a first-level Mage sets off to make his way in the world, his Mentor will often make a present of an impressed spell or two, (lasting 2 weeks, 1st or 2nd level), in addition to the normal spell books.

Buying Impression: Certain Mages are turning a lucrative trade by providing Impression sevicees to adventurers. (At a high cost of course.) They will refuse to teach the actual spell, but will be happy to impress spells. To find out the cost of Impression:

- 1) Look up the price of the spell as if it were on a scroll
- 2) Multiply it by 5
- 3) add 500gps
- 4) if it is to be impressed to a non-Mage, multiply by 20

Otherwise:

Impressed Magic Missile: (5 Missiles) cost 3000 to mage, 60000 to nonmage
Impressed Prot. Normal Missles: cost 6000 to mage, 100000 to nonmage
Imp. Shield: cost 2000 (30000)
Imp. Featherfall: cost 5000 (100000)
Imp. Fireball: cost 10000 (100000)

Also note, that sometimes unscrupulous Mages will Impress Nasty Spells, like maybe Fireball centered on the user, etc.

MAGUS DIVLANTIA

MAGIC

INTRODUCTION

Advanced Dungeons & Dragons, like any fantasy role-playing game, makes its basis in the make-believe worlds of our imagination. Thus, not surprisingly, a central concept of AD&D which distinguishes it from others among its genre is the game's extensive and well-developed rules for magic.

This is mainly due to the fact that the game was the first of its kind, and over the years it built the largest spell library of any role-playing game. So its strength is in its sheer size.

The only problem with all this is the AD&D magic system has a basic flaw. Firstly, it's poorly structured. It wasn't designed to accommodate the huge number of spells and rules it has over the years amassed. Secondly, it stresses paper rules and lengthy spell descriptions rather than imagination, the central theme of the entire game and, indeed, the entire genre. Third and finally, it lacks any sort of instruction on the theory of magic. In other words, for all the material it packs, the AD&D magic system lacks ideas, the crucial element of any role-playing system.

For these reasons, I am here presenting an alternate magic system for AD&D.

WHAT IS MAGIC?

What is magic? Nobody really knows the answer to that one, primarily I think, because magic doesn't really exist. However, it's a neat idea to think about and it's a central part of the AD&D rule system. In writing the following essay, I do not profess any belief whatsoever in magic or the supernatural. I simply mean to address a problem in the rule system of a game I like to play. That problem is the best stated in the question, what is magic?

AD&D never defines magic. But in order to use magic in a system of rules, the idea at least should be defined.

DEFINITION OF MAGIC

Magic is the Art and Science of Matter and Energy Channeling. It is distinguished from technology in that it involves the manipulation of the Magical Essence and is generally concerned with inciting spirits to action.

DEFINITION OF THE MAGICAL ESSENCE

The magical essence is the force governed by the body of magical law which links the Multiverse together with perception and being. It can be manipulated through the use of the language of creation.

THE TWO ARCANA

Magicians study in either of two arcana of magic, the Arcanum Minoris or the Arcanum Majoris. The Arcanum Minoris studies the application of memorized spells within the general education and the twelve colleges of magic. The Arcanum Majoris studies the magical essence and its manipulation directly through the two schools of the essence and the four schools of channeling.

THE ARCANUM MINORIS

PRE-REQUISITES

An individual must have a 13 in wisdom, a 11 in dexterity, and a 14 in intelligence to practice magic in the Arcanum Minoris with a General Education in Common Magic. How many colleges an individual may study within beyond that is determined by his intelligence score as are a caster's additional number of languages and sage abilities.

Int	Magic # of Colleges	Sage # of	Abilities Know- ledge
14	-	-	d4
15	-	1	d6

16	1	2	d8
17	2	3	d12
18	3	4	2d8
19	4	5	2d10
20	5	6	2d12

The base pre-requisites for each individual college of magic are additionally defined:

	str	int	wis	dex	con	cha	com
0. Common Magic			14		13	11	
1. Conjuration					15	13	
2. Divination					16		
3. Divine Magic					15		12
4. Elementalism			16		15	13	
5. Enchantment							12
6. High Magic			16			13	12
7. Illusion						14	
8. Low Magic					16		
9. Mysticism			16			13	
10. Naturalism					15		12
11. Necromancy					15		
12. Thaumaturgy							13

THE COLLEGES OF MAGIC

The colleges of magic within the Arcanum Minoris are further outlined as follows.

THE GENERAL EDUCATION

0. Common Magic

THE TWELVE COLLEGES OF MAGIC

1. Conjuration: The conjurist makes things through magic.
2. Divination: The diviner, oracle, or astrologer foretells.
3. Divine Magic: The cleric or priest manipulate the essence through a God or Deity (see 4th school of channeling).
4. Elementalism: The elementalist manipulates the elements or calls on the elements from the elemental planes.
5. Enchantment: The enchanter charms and manipulates the spiritual and/or soul essence.
6. High Magic: The wordist uses magical runes and power words.
7. Illusion: The Illusionist confuses the senses.
8. Low Magic: The spiritualist enters the spirit world and calls upon spirits from that world.
9. Mysticism: The Mystic or Psionic manipulates the essence though the inner power of the mind (see 1st school of channeling).

10. Naturalism: The Naturalist or Druid manipulates living things and the forces of nature through a Deity as a cleric.

11. Necromancy: The Necromancer or Summoner calls upon devils, demons, undead, and the like and binds them into task servitude.

12. Thaumaturgy: The Thaumaturge or Alchemist creates potions and magical substances.

SAGE ABILITIES

Spellcasters also double as sages under the Divlantian rules. During character generation, the idea is for the caster to spend knowledge points (given in the first table) in order to become knowledgeable scholars within particular fields and special categories of learning. Note that in order to buy into a special category, the caster must first buy into the general field beneath which the special category is placed. For example, a character can't study the art & music of sylvan elves without first gaining a general grounding in the study of that race. The two, taken together, cost a knowledge point apiece. If a mage wishes to then spend further points in a single special category to boot knowledge of that topic even further, that is allowable. He may soon be able to identify elven artists by the texture and taste of the boogers they pick out of their noses with their paint brushes. An outline of the seven general fields of study and their numerous special categories are presented below.

FIELDS OF STUDY

1) Sentient Studies

- a) Art & Music
- b) Biology & Medicine
- c) Demography
- d) History
- e) Languages
- f) Legends & Lore
- g) Law & Customs
- h) Philosophy & Ethics
- i) Politics & Genealogy
- j) Psychology
- k) Sociology
- l) Theology & Myth

2) Fauna Studies

- a) Amphibians
- b) Avians
- c) Cephalopods & Echinoderms
- d) Crustaceans & Mollusks
- e) Ichthyoids
- f) Insects & Arachnids
- g) Mammals & Marsupials
- h) Reptiles

3) Flora Studies

- a) Bushes & Shrubs
- b) Flowers
- c) Fungus, Mosses & Ferns
- d) Grasses, Grains & Weeds
- e) Herbs & Roots
- f) Trees

4) World Studies

- a) Architecture & Engineering
 - c) Chemistry
 - d) Geography
 - e) Geology & Mineralogy
 - f) Meteorology & Climatology
 - g) Oceanography
 - h) Topography & Cartography
- 5) IntraPlanar Studies
- b) Dweomercraeft
 - b) Mathematics
 - c) Physics
- 6) ExtraPlanar Studies
- a) Prime Material Spherography
 - b) Oniros: Dreamworlds
 - c) Etherealis
 - d) Inner Sphere: Elemental Planes
 - e) Astral Layers
- 7) Magical Studies
- a) Conjuration
 - b) Divination
 - c) Divine Magic
 - d) Elementalism
 - e) Enchantment
 - f) High Magic
 - g) Illusion
 - h) Low Magic
 - i) Mysticism
 - j) Naturalism
 - k) Necromancy
 - l) Thaumaturgy

Note the caster may further increase his knowledge by trading non-weapon proficiency slots for knowledge points which can then be spent in a similar manner. With the proper research materials, the caster then has some probability of answering questions of various degrees of difficulty which pertain to his studies with some semblance of accuracy. The table below may serve as a guideline to GMs in determining this probability.

Caster's Expertise	Nature of		Question
	General	Specific Exacting	
General Field	60%	40%	20%
Special Category	90%	80%	70%

Note that without the proper research materials handy, the caster may also make an educated guess. This requires both an intelligence check and a (1/2) roll of the preceding table (as a sage without books operates at 50% efficacy). It is recommended that GMs conduct all the percentage rolling "behind the screen."

To illustrate with an example:

A mage has placed a single knowledge point within Flora Studies and wants to make a determination as to whether or not a peculiar plant root has any particular medicinal or magical properties. Being a nice GM, I might rule that the question is General, however, since the caster is not a scholar of the special category of herb and roots, and since he doesn't have his library with him, he has only a 30% (half of 60%) chance of making a lucky guess. He makes his intelligence check, and thus realizes that he has some reservoir of untapped knowledge. I take the dice to my

extradimensional space, roll as 56, and make up some lie. Had I rolled a 30 or below, I would've told the mage all the general information about that root, but it being the case that I rolled above 30, I have to lie. So I say, "You think the root has something to do with sight, something like carrots in a sense but a great deal more powerful. If you eat a lot of them... you'll begin to see very well." The party begins munching, and within a few minutes everyone who's failed their poison saves goes blind. Aren't I a peach :-)

With proper materials, the search for an answer may take minutes, hours, or even days. Use the table below as a guide.

Caster's Expertise		Nature of		Question
General	Specific	Exacting		
General Field	d6 min	d4 hrs	d8 days	
Special Category		d3 min	3d20 min	d12 hrs

As was previously stated, casters/sages need access to books and other reference materials in order to boost their efficacy to 100%. To elaborate on that statement, sages begin with a 50% efficacy rating in each general field/special category of study.

A 20000 shilling expenditure on resource materials will boost this to 60% and for each 1000 shillings spent on materials, this efficacy is boosted 1% to a maximum of 90% where the cost per additional 1% rises to 5000 shillings (and note: this is per field/category). To press above the 100% efficacy rating, 10000 shillings per percentage point are required for the next 5% and this amount continues to double for each 5% thereafter.

LANGUAGE ABILITIES

The addition languages allowed spellcasters (at a single proficiency level) are also an important facet of the class, as there is no "common tongue" in the Divlantian setting, and the acquisition of knowledge from other races & societies is often a critical success factor during the course of an adventure. Languages can also be learned at an increased rate via non-weapon proficiency slots. Whereas most characters have to spend many slots to learn a language, mages can learn twice as quickly.

Non-Mage # of NWPs	Mage # of NWPs	Level of Fluency
1	0.5	Read & Write
2	1	Speak haltingly
3	1.5	Speak with Fluency
4	2	Speak w/o accent

PROFICIENCIES

Casters start with one weapon proficiency and four non-weapon proficiencies at first level. They gain one additional weapon proficiency per five levels of experience and two additional non-weapon proficiencies per three levels of experience. They wield weapons with a non-proficiency penalty of -6.

SPELL CASTER EXPERIENCE TABLE

Experience	Level	WPs	NWPs
0	1	1	4

2500	2	1	5
5000	3	1	6
10000	4	1	6
20000	5	2	7
40000	6	2	8
80000	7	2	8
150000	8	2	9
300000	9	2	10
500000	10	3	10
750000	11	3	11
1000000	12	3	12
1300000	13	3	12
1600000	14	3	13
1900000	15	4	14
2200000	16	4	14

+300000 points per level beyond 16th.

INITIAL SPELLS

In addition to the spells awarded through the spell table according to level, the spellcaster also starts with a number of initial spells. Every spellcaster receives a Read Magic spell by completing the general education which magical apprenticeship requires. Furthermore, each college in which the student of magic studies also teaches him an initial spell. These spells are in replacement of the initial spell rules on page 39 of the DMG.

CASTER LEVEL / SPELL LEVELS ACQUIRED

Caster Level	Spell Levels Per Level		Total
1	1	2	
2	2	4	
3	3	7	
4	4	11	
5	5	16	
6	6	22	
7	7	29	
8	8	37	
9	9	46	
10	10	56	
11	11	67	
12	12	79	

THE 3/4THS AND (N-1) RULES

The highest level spell a spellcaster 3rd level or higher may purchase is a spell of which the level is not greater than three-fourths of the level of the spellcaster. Thus, a 12th level spellcaster can have a 9th but not a 10th level spell. Further, in order to learn an nth level spell, a spellcaster must have already learned a spell of the level (n-1).

TYPICAL SPELL TABLE

Caster Level	Spell Level					
Level	1	2	3	4	5	6

1	2	-	-	-	-	-
2	2	1	-	-	-	-
3	3	2	-	-	-	-
4	4	2	1	-	-	-
5	4	3	2	-	-	-
6	5	4	2	1	-	-
7	5	4	3	2	-	-
8	5	4	4	2	1	-
9	6	5	4	2	1	1

HITPOINT DETERMINATION

Spellcasters receive 1-4 hitpoints per level of common magic up to 4th level. They then receive a d4 for each level their major college ascends beyond the 4th level.

SPELL ACQUISITION

Spell acquisition is handled identically for all spellcasters. When the spellcaster moves up a level he is eligible to receive spells, but may not actually do so until he has undergone additional private study with the proper materials. The duration of such study is one day per spell level and a half-day for cantrips. Casters may acquire two cantrips in lieu of one first level spell.

MANA ACQUISITION

I suggest using the spell pt system on page 37.

MODIFICATION OF SPELL EFFECT BY MANA

Generally speaking, the effects of the spell are multiplied by m/l where m =# of mana points expended and l =level of spell. The probability of spell failure $p(f)$ is also multiplied by m/l in order to find the new $p(f)$.

SPELL LEVEL RESTRICTIONS AND SPELL FAILURE

Note: The spell failure system, in whole or in part can be replaced by the Magic Accuity system.

Wis Score	Max Spell Level	Base Failure Probability
13	4	30%
14	5	25%
15	6	20%
16	7	15%
17	8	10%
18	9	5%
19	11	4%
20	13	3%

These failure probabilities are further modified by situational elements. For example, casting from a precarious position where anxiety is induced or while conducting another action (such as movement) or while wounded will increase the given failure percentage by half of its base value. So, for example, a wounded (+50%) caster with a 15 wisdom (20% base) casts a spell while rowing a boat (with one hand) (+50%) which is approaching a steep waterfall (+50%), and just to be evil, he's

pumping in twice the mana (+100%) the spell was made to consume so that he can achieve additional effect. We've got 20% + 250% of 20% = 70%. In other words, he'll probably blow it but maybe not. As an important sidenote, the probability of failure increases with respect to situational elements are doubled for high mages.

Interruption of casting (usually by being hit) will cause automatic spell failure. When a spell fails, the magic is expended as if the spell were cast, however the effects may vary from unnoticeable to catastrophic.

The modified probability of spell failure is doubled for casters reading scrolls outside their class (void DMG, pg127, last sentence). Furthermore, if the level of spell is in excess of the caster's level, failure probability increases by 5% times the difference in levels.

SPELL FAILURE TABLE (D10)

Roll once during normal spell failure.

- | | |
|-----|--|
| 1-3 | Fizzle |
| 4 | Reduced Effects (1/2) |
| 5 | Twisted Effects |
| 6 | Delayed Reaction (1-9 seg, 1-9 min, ...) |
| 7 | Backlash on Caster |
| 8 | Roll Twice (ignore fizzle) |
| 9 | Multiplied (*d3) effects |
| 10 | Something Unusual :-) |

It should be of note to the reader that not all spell failures need result in disaster for the mage or his party. Indeed, both multiplied effects and unusual occurrences can be of value in a tight situation. As an additional sidenote, High Magic spells rarely fizzle (if 1-3 on 1st roll, roll again).

DUMPING & DWINDLING

For whatever reason may present itself, the caster may voluntarily dump his mana into the ethereal ocean without incident. This requires a period of solitary meditation five minutes in duration per mana point being dissolves. Casters attempting to acquire mana from such sources as public dumpings or the more preferable dumping wells may be in for a real treat or a real disaster, more on that shall not be discussed further herein.

Casters are also subject to a natural dwindling in the mana supplies which they hold dear, this dwindling occurring at a rate of once per day (or as is often the case, the so-called witches tax occurs at precisely the stroke of midnight). In this way, a caster who neither casts nor intakes mana eventually loses all means of casting magic.

SEQUENCE OF MAGIC IN COMBAT

There are three important deviations from standard AD&D as concerns combat. First, I run a segment (6 second) based combat system wherein each character has the opportunity to do something during a single segment. Second, there is no such thing as initiative. Third, spellcasters (whether casting or otherwise) must declare their actions at the very beginning of any segment while their spells do not begin to take effect (unless stated otherwise) until after the non-magical combat of the segment following the completion of their casting.

RANKS OF THE ARCANUM MINORIS

A spellcaster has the potential to undergo many metamorphoses throughout his career. The best way to illustrate this fact is by examining the various stages or ranks of spellcasting in the Arcanum Minoris.

At the 1st through 3rd levels of their major, spellcasters are known as initiates. At this stage, they must perform under the tutelage of a superior spellcaster often doing menial chores for study privileges and whatnot. When a caster has attained the necessary experience to advance to the 4th level of a college, he must petition to a High Magician of that college for entrance as a full-status member with proper titles and respects. Here is a difficult juncture, for the young caster will often be coerced into dropping his varying fields of magical study in favor of full-time dedication to a single college of his choosing (a sort of picking sides if you will). Regardless of whether he gains entrance to few or many colleges, the mage must pick a major college (other than common magic). This becomes his college of strongest affiliation. As a penalty for holding minors, his base spell failure rises 5% per minor college (including common magic) which is held.

During the 4th through 12th levels, the spellcaster learns the first set of special abilities associated with his college(s). At any point between these levels, he may decide to drop one or several of his other colleges of magic, channeling the experience there accrued into a "general fund" which he may then transfer to his major college as a 20% experience bonus until the fund dries out.

Once the caster attains the experience necessary to advance to the 13th level, he finds himself at the juncture of two paths, the Lesser and Greater, for it is here that the Arcanum Majoris and Arcanum Minoris intersect. If the caster wishes to continue his study along the Lesser Path, he may petition a Mage of his major college for entrance into the High Circle. Except under the most severe of circumstances, casters will not be accepted into the Circle until they drop all their minors. If and when a caster is finally accepted into the Circle, he is considered master of his major college, having divested himself of all other magical studies.

High Casters may continue to grow in power and learning within the Arcanum Minoris, attaining the 2nd tier of powers associated with the college. Once having earned the experience necessary to advance to the 22nd level, they may apply to the ArchMage of their college for entrance into the Magehood. Such application often involves some service which the caster must complete as well as a final oath of loyalty to his ultimate master on earth.

However, the caster may stray from the Lesser Path and choose the Greater instead, seeking out a Wizard or Sorcerer under whom to apprentice as an initiate rather than enter the Circle. In order for such a quest to be successful, the caster must undergo a magical ceremony known as the Divestment, wherein he is entirely stripped of all his magical powers and made helpless as before he ever studied magic. In this way, these casters thus dissolve their allegiances to their orders in search of the higher truths around which magic as a whole is based. As outcasts, they are considered the scourge of their kind and are hunted mercilessly by their former brethren.

Beyond this point however, what may happen is not within the parameters of our discussion to say.

THE TWO GENRES OF SPELLCASTERS

There are, in principal, two types of spellcasters: those dedicated solely to the pursuit of magical learning, and those who combine their study of magic with outside pursuits, such as a study of weapons or thievery. Though both groups are known generally as spellcasters, the former are single-classed and are known specially as

Magicians, while the latter are multi-classed and are known as Magic-Users, the most notable varieties being the warrior-spellcaster and spellcaster-thief.

WEAPONS & ARMOR RESTRICTIONS AND EXPERIENCE BONUSES

The primary differences between Magicians and Magic-Users are in their use of weapons and armor. Unless otherwise stated, Magicians are limited to leather armor until 4th level, when they may not wear any armor except that of a magical nature which is created specifically for a Magician's use (such as magical cloaks or robes). Furthermore, Magicians are restricted to the use of daggers and enchanted weapons which are again specifically fashioned to the use of a Magician (such as a blessed bow and arrow or an enchanted sling).

Magic-Users, on the other hand, are restricted in their magical studies to one college in addition to the general education in common magic regardless of their intelligence score. Further, they do not gain sage and language expertise as do magicians. Finally, as if that weren't enough, they suffer an addition of 5% to their base spell failure probability for their lack of diligence in pursuing the magical profession.

EXPERIENCE POINTS

Casting a spell yields 50xp per mana point shoved into it. These points may go only to the experience point section under the college from which the spell was originally selected.

Non-spellcasting experience may go to whichever experience point section the player prefers, but this must be decided when points are awarded (no floating XP).

KEEPING A SPELLBOOK

Students of the Arcanum Minoris must keep spellbooks as part of their magical studies. The pages contained therein are considered analogous to magical scrolls, and as such, generally cost 300sh per spell level (150sh for cantrips) on the open market when available.

These scrolls may either be painstakingly memorized in parts so as to be added to the spellcaster's repertoire, or may be cast directly from the book even after the caster has exhausted his mana, thus releasing the magic and erasing the scroll forever. Written works which describe symbols, glyphs, runes, and sigils in their magical form may also be cast directly from their text as per scrolls, but once cast they disappear as do scrolls and are forever lost. Further, they may not be non-magically copied and still retain their magical form.

Because scrolls are difficult and expensive to write, requiring enchanted ink and the finest vellum sprinkled with the captured ashes of crystal incense, most spellbooks are zealously guarded and protected by their owners, and low-level casters often fall deeply into debt due to the expenses of their trade.

SPELLCASTING IN THE ARCANUM MINORIS

Students of the Arcanum Minoris study memorized spellcasting methodology and the concentration of psi and mana. When casting a spell the student must speak the language of creation, deliver physical gestures, and focus the mind and spirit simultaneously just as does a student of the Arcanum Majoris. However, unlike the later, the student's every word, gesture, and concentration is subconsciously

memorized rather than thought processed. Before and after the spell has been cast, the student cannot recall any of the words, gestures, and mental/spiritual efforts through a conscious inner dialogue of the mind. The spell is rather triggered by a conscious effort of will and the delivery is left to the subconscious mind entirely.

SPELL RESEARCH

Any Caster of 4th level and above in a given college of magic who also studies as a sage of magic may research new spells for this college given that he has access to a laboratory and a library outfitted for spell research which boosts his sage abilities to at least a 60% efficacy rating.

There are two periods of research the caster must be acquainted with, the initial period where the ground work is done, and the trial period where tests are conducted and success may be achieved. The initial period is composed of a number of steps equal to seven times the level of the spell under research. For each step, the caster must answer one exacting question within the special category of the college in which the spell shall reside (this process generally taking d12 hours of study for caster's who hold a specialized degree in the study of magic as concerns the college in the which spell is being researched). Note, the caster may do little else during this period except study, and for each day of interruption, the caster falls back d10 steps in his research. Once this period is concluded, a fractional value v is assigned to the ground research where $v=c/(c+s)$, c equals the number of times the exacting question during a step was answered correctly, and s equals the total number of steps. For overlapping research where the caster lost ground due to interruption, the question must be answered correctly on both the 1st and 2nd occasions to be accorded a c in the "books". After this initial period is concluded, research may be continued in the trial period until the caster is either successful or is ready to throw in the towel.

This initial research costs 50 shillings per spell level per day in miscellaneous materials excluding library use and laboratory upkeep plus an additional 50-100 shillings per level per day in additional research materials such as texts and scrolls. Once the initial period of spell research is complete, however, the caster's research enters the trial period where there is an $x\%$ probability of success during each trial such that $x=wv$ and w equals the sum of the caster's intelligence score and level plus ten minus twice the level of the spell under research. It takes one day per spell level to prepare a single trial and costs 100-300 shillings per day in material costs excluding mana costs. During this time, the caster prepares a magical scroll from which the spell is cast (except in the case of Thaumaturgy where a material magic is created at often many times the cost). There is a $y\%$ chance of flaw in the prepared scroll where $y = \text{the sum of twenty and the spell level minus the caster's level}$. For a trial success, not only must the formula be perfect but the scroll must be written perfectly and the caster must make his spell failure check when casting the spell from the scroll.

For each trial which results in a failure in either the formula, the scroll, or the casting, consult the spell failure table in order to determine the random effects of the magic. Note that at this stage, the caster may take leave of his research for up to a week at a time between trial preparations, however, if he misses more time than that, he will fall back into the initial stage of research.

Once success has been established on the part of the formula, the caster must still make an initial spell failure check even before the trial preparation, a failure here resulting in "magical eccentricity" which is a short way of saying that the new spell may be cast, however, the caster's base failure probability will always be doubled before any other factors are taken into account. Once the correct formula has been determined to be eccentric, there can be no second tries as there is no known way within the Arcanum Minoris for the magical eccentricity of a spell to be corrected,

and thus the caster must either use what he has created despite its problems or start afresh with an entirely new pseudo-analog upon which to conduct initial research. As a sidebar, if the spell failure roll is 96-00, then not only is the spell's eccentricity assured (regardless of failure probability), but the spell is also not exactly what the caster had in mind. Lo and behold, the spell taps into another magic not even considered and thus qualifies as a serendipitous though eccentric discovery!

Note that the 3/4ths and n-1 rules remain in effect for spell research just as they normally do for spell acquisition. Note also that during each trial, the caster is casting his untested magic from a scroll, thus doubling his modified failure probability. It is therefore possible if not likely that he might stumble across the correct formula but not recognize it as being useful due to the difficulties in scroll-casting compounded by the problem of recognizing possible eccentricity. Finally, it is important to realize that because of the random magics spell researchers often incite, it is a dangerous if not downright insane practice meant only for the desperate or foolish or both.

SOCIETY'S VIEW OF SPELLCASTING

With notable exception, there are generally two sorts of societies with respect to attitudes toward the spellcaster. The first, and most commonly held perspective, is that spellcasters represent a threat to public law and order in much the same way a thieves talents might represent the same, although the former case is all the more true as a mage has more sheer destructive potential than nearly any thief. In these societies, spellcasters must find niches in which to hide their talents, and the propagation of secret organizations is often the result.

The second society tempers its fear of magic with a greed for its potential, and thus the position of being a known spellcaster becomes smothered in bureaucracy and official restrictions to travel and magic-use within the community. To compound the problem, spellcasters often form subcultures around their college or subcollege of choice, priests sacrificing the pagan druids to their gods while necromancers seek the corpses of powerful wordists and fire elementalists torch their brothers who would search for magic in the evil substance of water, etc. So although there is great power to be won, there are also detrimental social consequences with which spellcasters must either deal intelligently or die.

COLLEGE DESCRIPTIONS

COMMON MAGIC

Though not a distinct field of magic in its own right, the College of Common Magic, or the General Education as it is often called, forms the basis of the Arcanum Majoris, in which all spellcasters must study. As such, restrictions and benefits which apply to Common Magic likewise apply to all spellcasters. As pre-requisites, all practitioners of common magic must have at minimum a 14 intelligence, a 13 wisdom, and an 11 dexterity.

Those casters who maintain a foothold in Common Magic up to their ascension to the High Circle of their major are entitled the ability to read magic at will.

Spell List

Cantrips: Alteration, Change, Clean, Dirty, Dry, Dull, Erase, Exterminate, Freshen, Gather, Hairy, Mending, Message, No Trespassing, Present, Ravel, Shine, Spill, Spoil, Steady Aim, Tangle, Tie, Untie, Warm.

1st Level: Calm, Darkness, Dancing Werelight, Detect Charm, Detect Life, Detect Magic, Faerie Fire, Feather Fall, Force Shield, Hold Portal, Jump, Light, Magic Mark, Magic Missile, Power Bolt, Read Magic, Shield, Shocking Grasp, Slow Gravity, Spell of Constraint, Unlock, Unseen Servant, Write.

2nd Level: Alter Gravity, Bands of Force, Breath of Life, Constitution, DeepPockets, Dexterity, Dispel, Distract, Dwindle, Encompassing Vision, Enlarge, Find Familiar, Globe of Illumination, Lightstep, Magic Mouth, Non-Detection, Phase Shift, Protection from Cantrips, Reflection, Ritual Magic, Rope Trick, Rotary Polarization, Sanctuary, Status, Strength, Whip, Wizard Lock.

3rd Level: Atom Blast, Aura of Free Action, Aura of Protection, Deadly Strike, Disperse Energy, Force Umbrella, Infravision, Knock, Marvelous Shield, Master of Arms, Merge Protection Inscriptions, Omnivision, Pentagram, Protection vs Normal Missiles, Spontaneous Combustion, Stoneskin I, Ultravision, Water Breathing, Wimp, Withdrawal.

4th Level: Blink, Dig, Disappear, Extension I, Eye of the Eagle, Fly, Gaseous Form, Giant Strength, Magnetic Field, Protection from Non-Magical Gas, Quicksilver, Staff of Smiting, Stamina, Stoneskin II, Transfer Sensation.

5th Level: Aura of Non-Detection, Dispelling Screen, Enveloping Darkness, Force Spheres, Magic Portal, Magic Resistance, Negative Gravity, Paralysis, Teleport Tracer, Wall of Force, Wings, Witch Wind.

6th Level: Anti-Magic Zap, Aura of Spell Turning, Greater Incantation of Mars, Greater Incantation of Sol, Object Transformation, Passage of Aquarius, Prodigy, Regeneration, Teleport Track, Urgent Utterance.

7th Level: Energy Field, Penultimate Cogitation, Siege Sphere.

8th Level: Alter Matter, Atom Burst, Destruction, Negative Energy.

9th Level: Astral Spell.

10th Level: Reverse Time.

12th Level: Atom Bomb.

CONJURATION

Conjuration is the magic of transferring spirits in any of their various forms into matter, either solid or ethereal, or into non-magical forces of nature. Conjurers must have a minimum of 15 wisdom and 13 dexterity.

At 4th level, Conjurers gain the power of alteration over other conjurations once per day, taking any specific trait of an item or being which was produced by the magic of conjuration, and twisting it to suit the caster's needs.

At 13th level, Conjurers become masters of their art, gaining the ability to conjure any non-magical, non-living item smaller than a breadbox simply by taking a part of it and practicing their magical talents. By mixing items, they may extend their powers toward original creation, and with each additional level, they gain the

ability to create larger items, though such creations typically take several hours to effect.

At 22nd level, however, this power extends to living creatures. Indeed, conjurist mages are known for their ability to duplicate knightly kings and princes alike, though this power fails to copy magical prowess, and where attempted may result in the mutation of the conjuration.

Spell List

Cantrips: Bluelight, Bookworm Bane, Mirror Mirror, Salt, Seasoning, Smokepuff, Target, Wrap.

1st Level: Alteration, Bubbling Buoyancy, Crate, Create Spring, Create Water, Dancing Lights, Dexterous Digits, Firewater, Floating Disk, Flower, Flower Power, Grease, Hail of Stone, Mushroom, Silencing Hand, Smoke Sphere.

2nd Level: Boiling Oil Bath, Conjure Missile, Conjure Plant, Fog Cloud, Magic Mouth, Moving Crate, Obscurement, Wall of Fog.

3rd Level: Acid Cloud, Conjure Animal, Create Food & Water, Crystal Dagger, Pugnacious Pugilist, Tiny Hut.

5th Level: Stone Shape.

DIVINATION

Divination is the magic of information gathering. Practitioners of the art are experts in finding the hidden meaning within the subtle movements of nature, often using astrology, numerology, and tarot as catalysts to bring out the spirit's natural awareness. Diviners are required to have a minimum of 16 wisdom.

Spell List

1st Level: Astral Bolt, Astromancy, Contemplation, Detect Evil, Detect Good, Detect Lie, Detect Life, Detect Magic, Divining Rod, Empathetic Perception, Fortune, Initiative of Aries, Lesser Incantation of Luna, Lesser Incantation of Sol, Locate Object, Predict Weather, Premonition, Psychomancy.

2nd Level: Aptitude Appropriator, Chartomancy, Contra Influence of Gemini, Detect Curse, Detect Poison, Detect Presences, Divination, Dream Vision, Know Alignment, Lesser Incantation of Mars, Locate Direction, Misfortune, Object Reading, Omen, Psychomancy, Reveal Attitude, Structural Analysis, Who Goes There.

3rd Level: Astral Vision, Chiromancy, Clairaudience, Clairvoyance, Crystalomancy, Detect Danger, Detect Shapechanger, Golden Revelation, Hey You, Know History, Mind Mask, Path of Direction, Penetrate Disguise, Plane Truth, Precognition, Sounding, Subliminal Perception.

DIVINE MAGIC

Divine Magic channels its energy through the Gods. Priests and clerics are required to have a minimum of 15 wisdom and 12 charisma. The Circles of the Divine Orders are a means toward the attainment of magical and political power, often sidetracking the

magical suppressions beneath which other casters must suffer. However, casters of this magic are subject to certain dues, both in service and in sacrifice. Indeed, the life of a priest is a life devoted to his faith and his order and is in short a life of invisible chains. Divine magicians who flee from the rigid structure within which they are confined may find themselves spurned by both their fellow men and their god alike.

At 4th level, the Divine Magician rises from the position of acolyte/cleric/alterboy and attains the priesthood. Such priests are invested with the powers to conduct divine ceremonies without the aid of mana. Further, they may convert individuals to their faith by making a conversion check (rolling at or under their charisma minus their convert's/victim's wisdom (hidden roll modified at GM's discretion)), this converting process often taking many hours or even days.

At 13th level, Divine Magicians become High Priests. At this level, they control large congregations and gain the power of controlling their personal converts as by a loose sort of charm. Further, the high priest may join in a telepathic empathy with twelve of these converts although once an individual is chosen he may never be replaced.

At 22nd level, Divine Magicians are conferred the title of High Priest Mage. Here, they have the ability to summon avatars of their deity once per month. Beyond this level, the Priests vie against one another for the position of ultimate Hierarch who carries the voice of their deity, acts as the living avatar, and announces holy wars with frequent occasion.

Spell List

Cantrips: Detect Disease, Detect Harmony, Detect Poison.

1st Level: Bless, Cleric Ceremony, Combine, Cure Ia, Cure Ib, Divine Light, Protection vs Evil, Remove Fear, Turn Undead.

2nd Level: Adventurer Luck, Aid, Blazing Beam, Brawl, Chant, Circle of Light, Commune with Spirit, Continual Dark, Continual Light, Cure II, Crystal Dagger, Divine Magic, Holy Symbol, Slow Poison.

3rd Level: Circle of Protection vs Evil, Cure IIIa, Cure IIIb, Cure Blindness, Cure Disease, Cure Insanity, Endurance, Lesser Incantation of Jupiter, Lesser Invocation, Misfortune, Neutralize Poison, Oath, Prayer, Safe Keep.

4th Level: Cause Radiation Sickness, Chiromancy, Circle of Divine Magic, Cure IV, Cure Radiation Sickness, Depetrification, Eternal Flame, Exorcism I, Free Will, Lightburst, Safe Passage, Sensory Restoration, Spiritual Shield.

5th Level: Atonement, Curative Influence of Capricorn, Cure V, Exorcism II, Fortunes of War, Greater Incantation of Sol, Holy Word, Raise Dead, Regeneration, Supplication, Warding.

6th Level: Beam of Light, Chariot of the Sun, Circle of the Zodiac, Cure VI, Dispel Evil, Exorcism III, Greater Invocation, Unholy Word.

7th Level: Cursed Incantation of Power, Minor Miracle.

8th Level: Retribution.

9th Level: The Great Curse, Miracle, Superior Invocation.

ELEMENTALISM

Elementalists are often referred to as combat mages, as their primary role is in inflicting destruction through the use of elemental forces and entities. As perhaps the most powerful of mages in combat, they require a minimum of 16 intelligence, 15 wisdom, and 13 dexterity.

Elementalists are also, however, among the most disliked casters by the spirits they wield. So great is the hatred of elemental forces for elementalists, that these casters often avoid great bodies of water, deserts, and cringe from fire when it is not under their magical control. In order to gain favor, or at least neutrality, these casters often seek out temples to Kossuth, the elemental lord, or other elemental gods to pay sacrifice either in the form of precious commodities, magic, or service.

Spell List

Cantrips: Chill, Dampen, Finger Fire, Firefingers, Mineralate.

1st Level: Affect Normal Fires, Burning Hands, Cloud Ladder, Create Water, Eldritch Fire, Elemental Burst, Faerie Fire, Fiery Eyes, Fire Darts, Flame Blade, Frost, Obscurement, Still Water, Water Protection, Zephyr.

2nd Level: Cold Snap, Excite Fire, Flame Bolt, Flaming Sphere, Fog Cloud, Protection vs Lightning, Resist Fire, Spontaneous Combustion.

3rd Level: Dust Devil, Elemental Square, Fireball, Flame Walk, Lightning Bolt, Protection vs Cold, Protection vs Fire, Radiant Baton.

4th Level: Call Lightning, Control Winds, Controlled Incendiary, Electric Arc, Fire Charm, Fire Shield, Fire Trap, Flaming Blade, Grue Conjunction, Hey You, Ice Storm, Reward, Wall of Fire, Wall of Ice, Wind Tunnel.

5th Level: Air Walk, Circle of Flame, Control Water, Electrical Screen, Elemental Shield, Part Water, Polar Screen, Radiant Screen, Stone Shape, Wall of Stone, Wind Breath.

6th Level: Air Sign, Control Earth, Diamond Screen, Earth Sign, Excruciating Screen, Fire Sign, Pass Through Wood & Stone, Radiant Arch, Wall of Freezing, Water Sign.

7th Level: Death Screen, Fire & Ice, Firestorm.

8th Level: Lightning Storm.

ENCHANTMENT

Enchantment is the magic of binding the spirits of things and people. Aside from the usual prerequisites, an Enchanter must have a comeliness and charisma of at least 12.

At 4th level, Enchanters begin to gain a resistance to charms & sleep. This resistance starts at 50% at the level where it is achieved and rises an additional 5% per level to a maximum of 90% at 12th level.

At 13th level, Enchanters begin to experience a powerful empathy with people, similar to the empathy Master Spiritualists feel with the spirit world with which they have become familiar. This empathy allows the Enchanter to sense a person's inner

motivations with increasing accuracy. This empathy can further be used to read a persons inner emotions and to detect deceptions. It begins a 50% but rises 5% per level to a maximum of 90% at 21st level.

At 22nd level, Enchanters gain the ability to work this empathy in reverse, manipulating a person's inner motivations once per day. This ability begins at 10% but rises 5% per level to a maximum of 90%. It is further modified by 5% per difference in level between Enchanter and victim, but there is always a 10% chance that the enchantment will be unsuccessful. If successful, the enchantment will last 1-100 days, but may not be repeated until it has worn off.

Spell List

Cantrips: Avoid Solicitation, Belch, Blink, Cough, Distract, Easy Catch, Fart, Giggle, Incontinence, Nod, Sneeze, Twitch, Wink, Yawn.

1st Level: Accuracy, Agree, Chime of Opening, Contra-Influence of Gemini, Detect Charm, Detect Lie, Empathic Perception, Find Familiar, Friends, Fumble Fingers, Know Motivation, Mount, Remove Fear, Resist, Seduction, Stop, Think Positive, Warp Wood.

2nd Level: Allengate Arch, Bind, Charm, Command, Emotional Influence, Entangle, Entrhall, Fiery Eyes, Forget, Sexify, Sleep, Snake Charm, Snake Summoning, Soothing Vibes, Suggestion, Tones of Forgetfulness, Will of Taurus.

3rd Level: Castigate, Charm Person, Courage of Leo, Crystal Rhythms, Excite Fire, Flatulence, Four Eyes, Freewill, Hypnosis, Influence Animals, Lesser Incantation of Venus, Oath, Song of Courage, Song of Fear, Spellbind, Sphere of Control, Surefooted Shuffle, Tear Jerker, Vamoose.

4th Level: Animal Control, Animate Object, Baser Influence of Scorpio, Crusade, Drums of Despair, Emotion, Enchant Weapon, Fear, Guzzler, Master of Arms, Memory Alteration, Object Magic Resistance, Possess Animal, Remorse, Scram, Shadow Form, Silver Tongue, Sphere of Confusion, Tonal Attack, Warding Tones.

5th Level: Advice, Extradimensional Space, Flaming Blade, Flutterblast, Flying Feat, Giant Strength, Gong of Isolation, Magic Arrow, Mass Hypnosis, Minor Enchantment, Move Tree, Plant Control, Primal Fury, Sphere of Panic, Staff of Smiting, Terror, Traps.

6th Level: Animate Tree, Dimension Trap, Enchant Ingredients, Geas, Greater Incantation of Venus, Mass Charm, Mass Suggestion, Possess, Shadow Being, Sphere of Delusion, Telepathic Suggestion.

7th Level: Aura of Spell Failure, Awe, Mass Charm Person, Sphere of Control, Talisman, Telepathic Command.

8th Level: Enchant an Item, Mass Telepathic Suggestion, Permanency, Soul Stone, Soul Transference, Teleportal.

9th Level: Mass Telepathic Control, Truname.

HIGH MAGIC

High Magic is the study of power words both written and vocalized to invoke spells. Wordists, as they are often called, require a minimum of 16 intelligence and 13 dexterity.

What Wordists gain in shorter casting times and a wider range of available spells, they most certainly lose in rigid casting patterns. If a High Magician is befuddled in the slightest way during the short casting of his spell, the magic cannot be brought back on course, and bizarre often uncontrollable effects will likely be the impending result.

Due to the precision required in cast high magic, Wordists are revered among spellcasters, both for their discipline and the fact that Wordists directly reveal the Language of Creation in the casting of their magics. Hence, in any cooperative congregation of mages, it is generally the Wordist who is recognized as leader.

At 4th level, Wordists may begin learning symbols, glyphs, runes, and sigils and likewise begin reading magic at will.

At 13th level, Wordists may draw symbols, glyphs, runes, and sigils directly onto the magical aether, disregarding all need for a writing surface.

At 22nd level, Wordist Mages may immerse themselves within the lexical shallows of sorcery, experimenting with the magical tongue in order to find new tools for the creation of new spells and fields of magical study.

Spell List

Cantrips: Shoo.

1st Level: Coitus Interruptus, Detect Influence, Feather Fall, Forget, Guard, Hold Portal, Melt, Push, Shutup, Sigil, Stop, Wake, Warning, Weapon Bless, Word of Power.

2nd Level: Answer, Calm, Command, Countermand, Courage, Cure Ib, Frost, Git, Hold Person, Knock, Open, Pain, Scare, Shatter, Sleep, Spellbind, Stoneskin I.

3rd Level: Blink, Fear, Fumble, Guard, Haste, Infravision, Pacify, Slow, Stoneskin II, Suggestion, Vamoose, Word of Mouth.

4th Level: Away, Charm, Dig, Fear, Force Spheres, Hold, Magic Resistance, Mental Grunt, Open Book, Reveal, Scram, Shout, Spell Enhancer, Wind Tunnel, Word of Passage.

5th Level: Advice, Inscription, Mass Fumble, Obey, Protect, Repel, Stun, Superior Spell Enhancer, Teleportal, Word of Transport.

6th Level: Holy Word, Reveal, Unholy Word.

7th Level: Destruction, Petrification, Power Word Blind, Return to Sanctum, Talisman, Word of Destruction.

8th Level: Banish, Death Magic, Word of Exile, Shit!

9th Level: Fuck!, Gesture of Power, Power Word Kill, Wish.

ILLUSION

In addition to the standard prerequisites, an illusionist must have a dexterity of 14.

Illusion is the magic of sensory delusion. The thirteen senses Illusionists are concerned with deluding are the senses of sight, sound, touch, taste, smell, balance,

motion, direction, time, physiological health, emotional stability, general well-being, and the most elaborate sense of all-- common sense.

Because of their heightened awareness and familiarity with these thirteen senses, illusionists at 4th level have a 50% chance to identify and disbelieve illusions (when actively trying). This chance increases by 5% per level to a maximum of 90% at 12th level.

At 13th level, Illusionists master the first five senses of sight, sound, touch, taste, and smell. Once per day, they may incorporate these senses to create a one minute illusion on one individual. For each additional level of experience illusionists master another sense (common sense being the last at 21st level), their illusion may last an additional minute, and their magics may incorporate one additional person.

At 22nd level, Illusionist Mages gain the ability to cast permanent (until dispelled) illusions over particular places or objects. Such an illusion requires a week of meditation in order to cast and may manipulate the senses of one person per level of caster.

Spell List

Cantrips: Buggery, Color, Colored Light, Creak, Dim, Footfall, Groan, Haze, Hide, Magic Aura, Mask, Mirage, Noise, Palm, Rainbow, Rattle, Scratch, Slap, Tap, Taster's Choice, Thump, Tweak, Two D'llusion, Whistle.

1st Level: Chameleon, Dancing Lights, Darkness, Detect Illusion, Detect Invisibility, False Dweomer, Flash, Gaze Reflection, Prestidigitation, Spook, Tricks, Vanish Object, Ventriloquism, Wall of Fog.

2nd Level: Apparition, Audible Glamer, Auditory Enchantment, Aura of Deception, Blindness, Blur, Change Self, Circle of Silence, Color Spray, Deafness, Dispel Illusion, Fog Cloud, Gift, Illusory Image, Illusory Object, Illusory Script, Magic Mouth, Numbness, Object Invisibility, Optical Illusion, Obscurement, Scent Mark, Starshine, Undetectability to Animals, Vertigo.

3rd Level: Disguise, Dispel Exhaustion, Fear, Hallucinatory Forest, Hallucinatory Terrain, Hypnotism, Igetigitt, Invisibility, Paralyzation, Phantasmal Force, Sexify.

4th Level: Alter Aura, Aura of Silence, Dazzling Lights, Illusory Creature, Phantasmal Force II, Shadow Monsters, Sonic Blast, Treemorph.

5th Level: Circle of Invisibility, DemiShadow Monsters, Emotion, Improved Invisibility, Mass Invisibility, Phantasmal Force III.

6th Level: Awe, Hallucinations, Image Projection, Improved Mass Invisibility, Negative Illusion.

8th Level: The Grand Illusion. Low Magic.

Low Magic, also known as Spiritualism, is the magic most closely related to the basis upon which Divlantian magic is founded. Through it, spirits can be manipulated into almost any sort of action. The Low Magician's chief benefit is flexibility, whereas their sacrifice is in casting time. To this end, Spiritualists may modify one spell parameter (at DM's discretion and with a Wisdom check) for each 50% increase in casting time. Spiritualists must have at minimum a 16 wisdom.

At 4th level, Spiritualists may begin conversing with spirits on an empathic basis, the first signs of this ability rising within the caster's dreams.

At 13th level, Spiritualists gain the ability to enter the dreamlands and channel their magical powers through their dreamworld manifestations. Further, they may converse with spirits on a more sophisticated basis.

At 22nd level, Spiritual Mages may enter and leave the spirit realms at will, letting their physical manifestation disappear into the magical aether during their journey.

Spell List

1st Level: Commune with Lesser Nature Spirits, Empathy, Evoke Spirit, Know Alignment, Locate Animal, Locate Person, Locate Power Animal, Magic Darts, Restore Circle, Speak with Spirit, Trance.

2nd Level: Altered State, Circle of Protection, Dreams, Locate Object, Ouija Board, Protection vs Lycanthropes, Protection from Spirits, Request, Spirit Self, Spirit Track, Spiritual Triangle.

3rd Level: Alter Aura, Commune with Greater Spirits, Invisibility to Spirits, Lesser Incantation of Saturn, Minor Evocation, Past Life, Possess Animal, Stone Tell.

5th Level: Munch Magic Item.

MYSTICISM

Mysticism (also known as Mentalism) is the study of psi, the magic of the mind. Requiring enormous personal dedication, the study of this magic refines conscious awareness and control. Mystics are required to have 16 intelligence and 13 dexterity.

Mystics have the mental attribute of mindmask which is held even during sleep. This protection from charms and ESP starts at 30% and rises 3% per level up to a max of 96% at 22nd level. Further, all mystics have the power of empathy, and the power of suspended animation of one week/lvl.

At 4th level, mystic initiates becomes a full member of the psi-cult, an organization not unlike a church, complete with its own elaborate rituals and meditation rites, all designed toward focussing the psi energy of the mind. Hereafter, the following abilities are attained.

4th level: Temperature Jock (60F-100F +or- 10F/lvl)

5th level: Res to Beguiling, Charm, Hyp, Sugg (15%+5%/lvl)

6th level: Heal Self (1hp/lvl/day)

7th level: Mind over Body (one day/lvl)

8th level: Empathy (at will)

9th level: Obj Reading/Psychic Impression Sensitivity (at will)

10th level: Hypnosis (#hd/lvl, at will)

11th level: Domination (#hd=lvl, continuous)

12th level: Body Equilibrium (at will)

13th level: Body Control (thrice/day)

14th level: Telepathy, suggest & receive surface thoughts (will)

15th level: Telekinesis, five lbs/level, 20 ft range (at will)

16th level: Teleportation, 100 feet per level (once/day)

17th level: Clairaudience, 100 feet per level (thrice/day)

18th level: Clairvoyance, 100 feet per level (thrice/day)

19th level: Telepathy, probe (once/day)

20th level: Steal memories (once/day)

21st level: Willpower -- +3 levels to any stat (once/day)

22nd level: Psychic attack -- lobotomy (once/day)

To further compound these powers, a Mentalists may attempt to channel any of these powers through another (willing) individual via touch by both parties making their intelligence checks.

Spell List

1st Level: Clairvoyance, Empathy, Heightened Perception, Light Step, Mind Mask, Mystic Bolt, Seeing, Suggestion.

2nd Level: Altered State, Body Equilibrium, Clairaudience, Inner Vision, Levitation, Mind of Body, Second Air, Sensitivity, Subliminal Perception, Suspended Animation, Telekinesis, Telepathy, Transcend Hunger & Thirst, Will of Taurus.

3rd Level: Animal Telepathy, Clairsentience, Cure Ic (Mystic Healing), Domination, Mental Grunt, Mnemonic Influence of Cancer, Plant Telepathy.

NATURALISM

Naturalism in the magic of nature. Naturalists are required to have 15 wisdom and 12 constitution in order to gain entrance into their field of magic.

Naturalists, hold nature, the earth, and symbols of nature, sacred. Sol and Luna are common deities of all Naturalists, and each Naturalist/Druid order also holds sacred a particular form of tree and animal.

Naturalists have share secret languages and special abilities as they rise in level. Each Order has a secret language, and there is also a special language that all Naturalists share. Naturalist initiates are expert in identifying most plant and animal types (60%) and this expertise rises 3% per level of ability. Further, naturalists make saving throws against fire and lightning at +2. At 3rd level, Naturalists gain the abilities to tell if water is pure or poisoned and to pass through overgrown areas without leaving any discernable trail.

At 4th level, Naturalists gain the ability to speak primal animal languages.

4th: Simian (Apes)

5th: Feline (Cats)

6th: Canine (Dogs, wolves, hyenas, coyotes)

7th: Equine (Horses, beasts of burden, herd animals)

At 8th level Naturalists are immune to charms cast by creatures associated with the woodlands (dryads, nixies, sylphs).

8th: Avian (Birds)

9th: Saurian (Reptiles, amphibians)

10th: Piscine (Fish, aquatic animals)

11th: Hexapoda (Insects)

12th: Arachnoidea (Spiders)

At 13th Naturalists become Druids and begin attracting followers and initiates. They gain the following abilities with their progression through the mastery of Naturalism.

13th: Change to Animal Form (once per day)

14th: Speak the Draconian tongues (one per level hereafter)

15th: Change to Dragon Form

16th: Speak with Plants

17th: Change to Plant Form

18th: Speak with Minerals

19th: Change to Mineral Form

At 22nd level, Druids may leave the theocracy and enter the Hierophant discipline as a Naturalist Mage.

Spell List

Cantrips: Affect Normal Fires, Bee, Bug, Buggery, Gnats, Locate Animals, Mouse, Seasoning, Sense of Direction, Shoo, Spider, Sprout, Wilt.

1st Level: Animal Companion, Animal Friendship, Animal Mimicry, Animate Wood, Detect Snares and Pits, Drowsy Insects, Druid Ceremony, Entangle, Eye of the Tiger, Find Familiar, Flower Power, Locate Water, Melt, Pass Without Trace, Protection from Avians, Purify Food, Purify Water, Resist Cold, Slow Poison, Speak with Animals, Swim.

2nd Level: Blending, Chameleon, Flame Blade, Git, Hunting Hawk, Messenger, Protection vs Insects and Arachnids, Protection vs Non-Magical Reptiles and Amphibians, Read Tracks, Snake Summoning, Spontaneous Combustion, Stinking Cloud, Summon Insects, Swift Mount, Trail Erasure, Ultravision, Undetectability to Animals, Who Goes There.

3rd Level: Animal Control, Anti-Plant Shell, Cloud Burst, Control Winds, Expeditious Fire Extinguisher, Eye of the Eagle, Eye of the Hawk, Flame, Fly, Hey You, Hold Animal, Hold Plant, Identify Herbs and Plants, Influence Animals, Neutralize Poison, Plant Growth, Protection vs Lightning, Resist Fire, Spike Growth, StarShine, Tree, Temperature Control, Whither Plants, Wind Song.

4th Level: Animal Summoning I, Call Lightning, Call Woodland Beings, Commune with Nature, Guzzler, Hallucinatory Forest, Move Tree, Plague of Locusts, Plant Control, Plant Door, Possess Animal, Protection from Fire, Protection vs Slime, Rainstorm, Thunder Bolt, Wind Breath.

5th Level: Animate Tree, Diamond Screen, Fire Trap, Pass Plant, Plague of Spiders, Radiate Cold, Radiate Heat, ShapeChange Wereform, Snake Barrier, Stone Tell.

6th Level: Beneficent Polymorph, Environmental Adaptation, Insect Swarm, Merciful Metamorphosis, Quagmire, Summon Woodland Creatures.

7th Level: Control Weather, Tempest.

8th Level: Transformation.

NECROMANCY

Necromancy deals primarily with the black magic of demon summoning and controlling the undead. A 15 wisdom is required as a prerequisite for the dark arts.

Necromancers may start as any alignment, however with each level of advancement, they must save vs special or move one notch toward evil on the good/evil spectrum of the alignment scale. The five categories for such progression (or regression... however you look at it) are good, tends toward good, neutral, tends toward evil, and evil.

At 4th level, Necromancer's gain the innate ability to control all forms of undead creatures with which they come into contact. The probability of successful control begins at 30%+5%/lvl and is modified -10% per rank of undead creature. Note, however, that undead thus affected are allowed one saving throw (vs spell) before switching allegiance. Those making the save are destroyed, those failing fall into the necromancer's possession. There is no upper limit on the number of undead a necromancer can thus acquire.

At 13th level, Necromancers gain the ability to summon demons and devils of 12 ranks below their level. Further, they may control such entities if the trunome of the spirit is known.

At 22nd level, Necromantic Mages pay the price for their magical arts by descending into the ranks of the demonic as a living soul, stripped of its privileges and bared naked before its enemies.

Spell List

1st Level: Arcane Bolt, Circle of Darkness, Circle of Protection, Curse I, Detect Good, Ghostlight, Pain, Protection vs Good, Restore Circle.

2nd Level: Blackmote, Call Minor Spirits, Commune with Spirit, Cure Undead, Find Evil Familiar, Mists of Sleep, Pain, Spiritual Triangle.

3rd Level: Animate Dead, Cause Blindness, Cause Disease, Crystal Dirk, Hey You, Image, Image Magic I, Spiritual Triangle, Ouija Board.

4th Level: Animate Dead, Blacklight Burst, Coercion, Contact Lower Plane, Image Magic II, Necromantic Shape Change, Wraith Form.

5th Level: Energy Drain, Faithful Phantom Shield Maidens, Image Magic III, Summon Undead, Unholy Word.

6th Level: Faithful Phantom Defenders, Frozen Ghost, Holy Word, Reveal the Past.

7th Level: Cursed Incantation of Power, Harm.

8th Level: Death Hand, Ghost Wind, Summon Lesser Demon, Summon Lesser Devil.

9th Level: The Great Curse, Image Magic IV, Mantric Invocation.

THAUMATURGY

Thaumaturgy is the study of substance magic. All practitioners must have a minimum of 13 constitution.

The Thaumaturge initiate must be an accomplished alchemist before he may ever hope to bind magic with substance. Thus, he must be fluent in the Alchemist's Script, a complex shorthand readable only by members of the alchemy profession. Alchemists also have a knowledge of all common herbs and plants along with the ability to locate and identify them (60% + 3% per level). They are also experts in the isolation of many rare substances. To further these arts, they must choose apothecary as their first non-weapon proficiency and chemistry as their first knowledge specialty before ascending into thaumaturgy itself.

At 4th level Thaumaturges learn to focus natural energies as a catalyst toward releasing the magical potential of various substances. Herein lies the ability to experiment among the various fields of Thaumaturgy which lend the larger degree of creativity to this otherwise recipe-oriented college. Once begun, this learning presses forward throughout the levels, each step bringing the Thaumaturge greater opportunity and sophistication. The usual progression is outlined below.

- 1st: Substance Identification
- 2nd: Alchemical Mixtures
- 3rd: Alchemical Compounds
- 4th: Neutral Thaumaturgics
- 5th: Magical Bases
- 6th: Magical Acids
- 7th: Thaumaturgic Mixtures
- 8th: Thaumaturgic Compounds
- 9th: Magical Elixirs
- 10th: Toxic Compounds
- 11th: Magical Powders
- 12th: Blade Venoms
- 13th: Devices
- 14th: Talismans
- 15th: Potions
- 16th: Dusts
- 17th: Solvents
- 18th: Gasses
- 19th: Plasmas
- 20th: Essences
- 21st: Constructs
- 22nd: Aqua Vitae

Spell List

1st Level: Potion of Bog Dick, Preserve.

5th Level: Staff of Smiting.

THE ARCANUM MAJORIS

PRE-REQUISITES

In order to qualify for admittance into the Arcanum Majoris, an individual must have at minimum a 16 wisdom, a 16 dexterity, and an 18 intelligence, and must have

undergone the Divestiture of his magical powers after having attained the experience necessary to qualify for membership in the High Circle of his major college.

THE TWO SCHOOLS OF THE ESSENCE

1. Sorcery: The science of Magic.

The Sorcerer studies the essence as a scientist gathering his facts from observation and experimentation. He creates theories which explain how and why magic works through various axioms, principles, and laws of magic.

2. Wizardry: The Art of Magic.

The Wizard works magic as his form of art. He is the master of the application of magic and of the language of creation, and sees magic as a thing of beauty.

THE FOUR SCHOOLS OF CHANNELING

EndoChanneling: Using energy from within.

1. Psi: Study of the powers of the mind.
2. Mana: Study of the powers of the spirit and soul.

ExoChanneling: Using energy from without.

3. Y'di: Study of the essence which flows through matter and energy and links the Multiverse.
4. Deaun: Study of the Gods and the powers which can be channeled through them.

CHOOSING A COLLEGE AND MAJOR

When students of the Arcanum Minoris choose prime college and secondary colleges, they are choosing to study broad and often overlapping fields of magic which each contain several magical disciplines.

When students of the Arcanum Majoris choose a major and minors, they are choosing specific disciplines (such as Demon Summoning, Runic Binding, Counterspells, etc...)

This distinction is important because it explains why many spellcasters never venture into the Arcanum Majoris. Doing so necessarily limits oneself until a great amount of study has been conducted. However, this perspective is flawed, as unlike the Arcanum Minoris where the number of secondary colleges one may study within is limited and often hindered, in the Arcanum Majoris, the number of minors in which one may hold an expertise is virtually unlimited. Despite the future rewards, however, the initial step is very power-reducing for a spellcaster; and for this reason the number of spellcasters who choose to become Wizards and Sorcerers are a select few.

DISCIPLINES WITHIN THE COLLEGES

- A. Conjunction: Matter Channeling, Cancellation
- B. Divination: Astrology
- C. Divine Magic: Counterspells, Healing, Protection Magic
- D. Elementalism: Air Magic, Earth Magic, Fire Magic, Water Magic
- E. Enchantment: Soul Stealing
- F. High Magic: PowerWord Magic, Runic Binding
- G. Illusion: Sensory Distortion
- H. Low Magic: Spirit Summoning, Astral Projection
- I. Mysticism: Trance Magic
- J. Naturalism: Animal Summoning
- K. Necromancy: Demon Summoning, Devil Summoning
- L. Thaumaturgy: Potion Mixing

UNDERSTANDING MAGIC

These are a few of the more fundamental laws a student of the Greater Path must learn before he becomes a proficient caster within the Arcanum Majoris.

Rule of Number: The Multiverse is ordered about Number.

All properties of space, time, matter, energy, and magic are ordered around number. All can counted as finite and infinite. All must pay allegiance to the rule with regards to laws of being, causation, movement, and synthesis.

Principle of Conservation: All is all.

There is a fixed amount of magic/mass/energy in the multiverse. A spell which creates, for example, must destroy elsewhere. Magic giving is the same by necessity as magic taking. Magic itself is eternal in nature and cannot be undone but rather merely redirected into different forms or set free to wander throughout the Multiverse.

Principle of Divine Retribution: Everything desired by the fool shall be categorically denied.

While practicing Exo-Channeling through a God, one must observe proper prayer and sacrifice to that God, or accept the wrath of the Deity.

Principle of Chaos: Mistakes cause black misfortune.

When a spellcaster makes a mistake while casting a spell, the results are entirely unpredictable. Magic is a volatile stuff, and one slip-up may spell doom.

Property of the Cancellation of opposing forces.

Opposite and colliding forces will mutually cancel each other out of being.

Property of the Negation of opposing properties.

Opposite properties connecting in the same closed equation will mutually negate each other from being.

Property of the Synthesis of opposing magics.

Opposite magics conjugated and summated will synthesize into new magic, neutral with respect to their opposing natures.

Axiom of Quantity: Magic is defined over Number.

Spells must make references to Number and/or the Rule of Number with regard to subjects and objects as being of singularity, plurality, limitation, or infinity.

Axiom of Quality: Magic is defined over sign, origin, and area.

Spells must make references to sign with regard to subjects and objects as being of positivity or negativity or neutrality and to origin as being empirical or transcendental and to area (of effect) as being of particularity or universality.

Axiom of Modality: Magic is defined over purpose.

Spells must make references in design as creating or overcoming an impossibility, possibility, contingency, or necessity.

Axiom of the Relation between Causality and Dependence: The movements of magic are circular.

Since magic is continually synthesized, causing other magical forms, so does it also depend on previous magics for its present mode of existence.

Axiom of the Relation between Active and Passive magical states: Activity holds the states of magic.

Magic has two natural states, the active and the passive. Passive magic is stable while active magic is unstable and flowing. A pseudo-stable state also exists where magic is circularly active, and therefore has characteristics of both passive and active magic. Magic may be changed in state via this pseudo-stable state.

Law of Symmetrical Equilibrium: Power must balance.

The copia of a spell must balance in symmetry about the aequus so that the magical equation has two opposite but equal sides.

Law of Concordance: The words must agree.

The words of the language of creation must be spoken with an harmonious agreement in person, gender, number, and case (tense).

Special Law of Disjunctive Conjugation: Opposing magics may join.

Opposing magics may join together just as non-opposing magics, though cancellations and negations must occur, and thus only partial syntheses are possible.

General Law of Conjunction: Once joined, ever together.

Two spells may be added together just as two magic words or two magic runes. Their power sum is equal to the sum of the powers of the parts. Once added together, however, the magic is mixed and forever bonded.

Law of Summation: Once together, oneness beckons.

Many magics together may be made into one magic by summation of power.

TWO CLAUSES

Without going into detail on the Language of Creation, we can describe two fundamental clauses which the aspiring practitioner of wizardry must learn.

Clause of Apodosis: Common to conditional magic, this clause triggers copia into effect as a consequence of the conditions of previous copia being met.

Clause of Sublimation: Normally, in order to change magic from its active to passive state or passive to active state one must go through the pseudo-passive state. This clause allows that state to be skipped and for transformation to take place from one state directly to the other, thereby bypassing any pitfalls in the pseudo passive state.

THE SPELL

Finally, a brief discussion on the nature of the spell is in order.

A spell may have as many as five components or as few as one. In order of use the components are concentrational (of psi and mana), gestural, verbal, material, and divine. Since the verbal component is the most central to the casting of complex spells it is the component which will here be considered apart from the others.

The verbal form of a spell is simply that of a sentence spoken in the language of creation. The verbal component of the spell is generally a series of magical words which combine to form any number of arguments into two or more copia. These copia are joined by an aequus of however many dimensions is needed to satisfy the magical equation of the spell. Like in language, a spell is a sentence with its own object, subject, action, and modifiers. It can be woven into a story of many other spells which act together complementing each other. But a spell is also like a mathematical or chemical equation in that it always must balance power. Where it takes it must give, and the copia must always equate around the aequus.

Above all else, the purpose of the spell is to instruct and excite the spirits of people, objects, and ideas into action. The spell commands through the language of creation, but such language poorly spoken tends toward disaster. The spellcaster must have a complete vocabulary of this language to suit his purposes, he must know the proper use of grammar, he must concentrate his ideas with an elegance and style, he must utilize and control his personal psi and mana according to the strictures of his magic, and above all he must keep his spell precisely balanced.

Range: 30 feet

The caster creates a number of small bugs equal to his level. In the illusionist's case, these bugs are only illusionary, but with the Naturalist, they are real. If they are made to appear within the pockets (or open orifice) of an individual, a save vs magic may apply to negate the cantrip's effects.

CALL LIGHTNING

Naturalism / level 4
Elementalism / level 4
Casting Time: 5 segments
Range: 1/2 mile diameter

Duration: 1/2 min/lvl
Saving Throw: 1/2

CHAMELEON

Illusion / level 1
Naturalism / level 2
Casting Time: 1 minute
Range: Touch or Self

Duration: 1 minute/lvl
Saving Throw: None

This spell alters the coloration of the recipient's skin, clothes, and gear to match that of the surrounding background, so that he is difficult to spot and attack. The affected creature cannot normally be spotted at distances of further than 100 feet, and at closer distances, he is 20% unlikely to be seen when moving, and thieves are given a 20% bonus to hide in shadows if remaining still (even in sunlight). Further, missile weapons suffer a -4 penalty to hit.

CHANT

Divine Magic / level 2
Casting Time: 1 segment
Range: 60' radius

Duration: While chanting
Saving Throw: None

CHARM PERSON (REVISED)

Enchantment / level 3
Casting Time: 4 segments
Range: 80 feet

Duration: Special
Saving Throw: Neg

This spell will cause any humanoid to regard the caster as a trusted friend and ally to be heeded and protected. Although this does not grant the caster the ability to command the affected humanoid as a robot, it does assure that anything the caster says to the affected creature will be taken in the most favorable way. If the initial Saving throw is made, the creature will not realize that a spell had been cast on him. Otherwise, the affected creature must recheck his save vs magic once per (20-int) days until the spell is broken (creatures with a twenty or greater intelligence are not affected).

It is, however, possible to double or triple charm creatures, so even if they break the first charm, they must still contend with others (for the purpose of saves, each charm is handled separately from the others). It has been known, however, for members of the opposite sex to on occasion become amorously attracted to the spellcaster, thus continuing the charm indefinitely. The caster may negate the charm at any time, unless such attraction has occurred. One dispel will break all the charms on a creature, and if the caster attempts to harm the charmed creature, this will also

Range: Touch

This spell heals 1-4 points of damage plus another 1-4 for every second level the spell caster has attained above 1st (d4 at 1st, 2d4 at 3rd, 3d4 at 5th, etc).

CURE II (CURE SERIOUS WOUNDS)

Divine Magic / level 2	Duration: 1 segment
Casting Time: 1 segment	Saving Throw: None
Range: Touch	

CURE IIIA (CURE CRITICAL WOUNDS)

Divine Magic / level 3	Duration: 1 segment
Casting Time: 1 segment	Saving Throw: None
Range: Touch	

CURE IIIB

Divine Magic / level 3	Duration: 1 segment
Casting Time: 1 segment	Saving Throw: None
Range: Touch	

This spell cures 1-4 points of damage per level of spellcaster.

CURE IV

Divine Magic / level 4	Duration: 1 segment
Casting Time: 1 segment	Saving Throw: None
Range: Touch	

This spell cures 1-6 points of damage per level of spellcaster.

CURE BLINDNESS

Divine Magic / level 3	Duration: Permanent
Casting Time: 1 round	Saving Throw: None
Range: Touch	

This spell cures blindness even to the point of completely regenerating the recipient's eyes.

CURE DISEASE

Divine Magic / level 3	Duration: Permanent
Range: Touch	Saving Throw: None

This spell cures most forms of parasitic, bacterial, and viral diseases, although rejuvenation may take as long as a week after the spell is cast.

CURSE I

Necromancy / level 1	Duration: Permanent until removed
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Casting Time: 2 segments
Range: In sight

or dispelled
Saving Throw: Negates

This spell allows the caster to place one of four curses on the victim.

- 1) Aging: +10 years to age.
- 2) Bane: Discomfort, Un-easiness, Inability to sleep well.
- 3) Hex: -1 to hit and saves.
- 4) Ugliness: Reduce comeliness by 1/2.

DANCING LIGHTS

Illusion / level 1
Conjuration / level 1
Casting Time: 1 segment
Range: 40 feet+10/lvl

Duration: 2 seg/lvl
Saving Throw: None

DARKNESS

Common / level 1
Illusion / level 1
Casting Time: 1 segment
Range: Touch / 40 feet

Duration: 1 hour+10 min/lvl
Saving Throw: None

May be casted upon an object (touched) to create a temporary forty foot sphere of darkness. Non-magical light may not penetrate. Infravision may not work. Ultravision will work, however. May be used to cancel Light spell.

DEADLY STRIKE

Common / level 3
Casting Time: 1 segment
Range: Self

Duration: d6 segments
Saving Throw: None

This spell causes all successful hits on hand-held or hurled weapons to strike for maximum damage vs opponents.

DETECT CHARM

Common / level 1
Enchantment / level 1
Casting Time: 1 segment
Range: 10 feet

Duration: Instantaneous
Saving Throw: None

Will detect any sort of magical charm, seduction, or other spell binding a character to another person.

DETECT GOOD

Divination / level 1
Casting Time: 1 segment
Range: 60 feet

Duration: 1 segment
Saving Throw: None

This spell enables the caster to sense the aura of goodness. Diviners of fourth level and above may also sense both the degree and location of such auras. Diviners of

Range: 30 feet

The common form of this spell allows the caster to detect magic in one object. If the spell is cast for a group of objects and only one is magical, magic will be detected for the group. The divination form of this spell allows the caster to turn in a 60 degree arc, detecting the magical radiance of many objects and being able to distinguish these from their non-magical counterparts. At fourth level, diviners can detect nuances of strength and alignment or may utilize the spell to sense the general properties (5%/lvl) of a single magic.

DIG

High Magic / level 4	Duration: 1 segment/lvl
Casting Time: 1 segment	Save: None
Range: 30 feet	

DISGUISE

Illusion / level 3	Duration: 10 minutes/lvl
Casting Time: 10 minutes	Saving Throw: None
Range: 0	

This spell allows the caster to assume the appearance of any humanoid, provided he is familiar with the person whose appearance he wishes to assume. The spell may change the height of the caster by up to one foot, sex, facial features, color and length of hair, build, and even voice. However, it does not change the caster's clothing, skills, or personality traits. Someone familiar with the "real" person has a $(\text{lvl} \times 3 + \text{wis} \times 2)$ % chance of seeing through the disguise by noting subtle changes in personality. Actions entirely out of character would allow all to make a wisdom check to detect the disguise. In order to affect this spell, the caster must keep in his possession and item from the body or an item constantly worn of the person to be assumed.

DISPEL

Common / level 2	Duration: Permanent
Casting Time: 1 segment	Saving Throw: None
Range: 30 feet	

By use of this spell, the caster can attempt to negate the affects of any other single spell providing that at least some part of that spell's area of effect is within thirty feet of the caster. The base chance for success is 50% modified upward or downward by 5% per level the caster is above or below the caster of the spell being negated. This spell can also be used to negate the magical effects of potions (either before or after ingestion), with the level of potion maker being generally treated as 12th.

DISTRACT

Common / level 2	Duration: Instant
Casting Time: Instant	Saving Throw: Neg
Range: 60 feet	

This spell is specifically designed toward distracting spellcasters before they can unleash their magic. The victim must save vs spell at -5 or lose spell concentration. Note that this spell has absolutely no effect against non spell-casters. All it does

Casting Time: 1 segment
Range: 60' (30-90 arc)

Saving Throw: Neg

This spell causes all creatures within the Range of the spell to either save vs spell or flee in panic. Creatures affected are (65%-5%/lvl) likely to drop whatever they are holding. This spell requires as its material component a single nail from the foot of a sheep.

FIERY EYES

Enchantment / level 2
Casting Time: 2 segments
Range: 30 feet

Duration: 3 segments +1/lvl
Saving Throw: None

By means of this spell, the caster causes his eyes to glow with an unnatural light, causing beams to shoot forth up to thirty feet, causing a single creature or object d4 fire damage per segment when he focuses his eyes on for more than three segments. Further, all creatures in area of affect must save vs magic or be distracted and lose initiative for the 1st round. If cast in conjunction with hypnosis, hypnotic pattern, or mass suggestion, victims suffer a -1 penalty on saves if they are looking at the caster. After the spell is affected, the caster does not need to concentrate to maintain its effect.

FIND FAMILIAR

Enchnt & Natrl / level 1
Common / level 2
Casting Time: 1 hour
Range: Special

Duration: 1 month
Saving Throw: n/a

FIRE CHARM

Elementalism / level 4
Casting Time: 1 segment
Range: 10 feet

Duration: 2 segments/lvl
Saving Throw: Neg

This spell causes a beautiful, gossamer veil of multi-hued flame to dance around any normal fire larger than a torch flame. All creatures within 30' must save vs spell or become transfixed with the spectacle. While so charmed, creatures are subject to suggestions of twelve or fewer words, Saving at -3 for suggestions of average reasonability and suffering the second charm for a full d6 minutes/level of caster. The fire charm and/or suggestions are broken by physical attack. The fire charm is also broken by obscurement of the dancing flame.

FIREBALL

Elementalist / level 3
Casting Time: 3 segments
Range: 50ft + 10ft/lvl

Duration: 1 segment
Saving Throw: 1/2

FLAME BLADE

Elementalism / level 1
Naturalism / level 2
Casting Time: 1 segment

Duration: 1 round/level
Saving Throw: None

random (loss of +5 bonus). Opponents may save for half-damage. Note that while the spell is in effect, the caster is occupied and cannot cast other magics.

FORGET (REVISED)

Enchantment / level 2
High Magic / level 1
Casting Time: 1 segment
Range: 30 feet
Duration: Permanent
Saving Throw: Neg

This spell causes one creature to forget past memories according to the following table based on the level of spellcaster. Memories may be regained by a remove curse, dispel, or wish.

Level	Time forgotten
1	last minute
2	last 3 minutes
3	last 5 minutes
4	last 20 minutes
5-6	last hour
7-8	last day
9-10	last week
11-12	last month
13+	any 240 hours of past year

FUMBLE

High Magic / level 3
Casting Time: 1 segment
Range: 5 feet/lvl
Duration: 1 segment
Saving Throw: Neg.

GIT

High Magic / level 2
Naturalism / level 2
Casting Time: 1 second
Range: 40 feet radius
Duration: 30 minutes/lvl
Saving Throw: Neg

By use of this spell, the caster may frighten away two hit dice of animals per level of experience.

HAIRY

Common / level 0
Casting Time: 1 second
Range: 10 feet
Duration: Permanent
Saving Throw: Neg

HOLD

High Magic / level 4
Casting Time: 1 segment
Range: 60 feet (0-90 degree arc)
Duration: 1 segment/lvl
Saving Throw: Neg

This spell immobilizes its victims, causing creatures affected to stop all activity and freeze in position. The creatures affected may be allowed to talk (this often

KNOW ALIGNMENT (REVISED)

Low Magic / level 1
Divination / level 2
Casting Time: 1 segment
Range: 10 feet

Duration: 1 segment
Saving Throw: None

This spell enables the caster to sense the alignments of one creature per level. Diviners of fourth level and above may sense the degree of commitment vs flexibility various individuals hold with respect to these alignments, and a diviner of seventh level and above may gain insights into recent transgressions and into the relationship these individuals have with their chosen deities.

LEVITATION

Mysticism / level 2
Casting Time: 1 segment
Range: 20'+10'/lvl

Duration: 1 min/lvl
Saving Throw: Neg

LIGHT

Common / level 1
Casting Time: 1 segment
Range: Touch / 40 feet

Duration: 1 hour+10 min/lvl
Saving Throw: None

LIGHT STEP

Mysticism / level 1
Common / level 2
Casting Time: 3 segments
Range: Touch

Duration: 1 min + 1 seg/lvl
Saving Throw: None

The recipient of this spell gains the ability to cross silently over flat surfaces at a normal pace (or still fluids at half-normal pace) without activating pressure-based traps or leaving any tangible trace.

LIGHTNING BOLT

Elementalist / level 3
Casting Time: 2 segments
Range: 10 feet/lvl

Duration: Instantaneous
Saving Throw: 1/2

MAGIC MISSILE

Common / level 1
Casting Time: 1 segment
Range: 60 feet+10ft per lvl

Duration: Varies
Saving Throw: None

MAGIC MOUTH

Conjuration / level 2
Common / level 2
Casting Time: 1 round

Duration: Permanent
Saving Throw: None

Low Magic / level 5
Casting Time: 1 hour
Range: Touch

Duration: casting time
Saving Throw: Special

By means of this spell, the caster may drain the magical essence from powerful items, thus acquiring mana and/or special abilities. Of course, the spell requires the material component of a magic item, and the effects vary with the item, however, as a rule of thumb, the number of mana points acquired equal one hundredth of the experience point value of the item where given. Magic items are allowed to save against magic as spellcasters of a level equal to their mana point value, success indicating that the caster was unable to complete the spell and the magic resulted in spell failure (see spell failure rules). As an interesting sidenote, the caster must save vs spell when snuffing intelligent items or suffer a schizophrenia where the caster must share his mind with the spirit of the item in question. Powerful artifacts are particularly nasty in this respect, having the ability of conferring special capacities upon the caster, however, the risk of possession/domination also rises with the increased profit to be had.

MYSTIC BOLT

Mysticism / level 1
Casting Time: 1 segment
Range: 30 feet

Duration: instant
Saving Throw: Special

This spell sends a mystical bolt of energy through the target's mind, doing 1-6 point of fatigue damage plus an additional hit point per level of caster. The spell may only be cast on sentient creatures, and creatures of fifteen or higher intelligence are allowed a Saving throw vs spell to avoid the effects entirely.

NEUTRALIZE POISON

Naturalism / level 3
Casting Time: 1 segment
Range: Touch

Duration: Permanent
Saving Throw: None

OATH

Enchantment / level 3
Casting Time: 1 minute
Range: Special

Duration: Permanent
Saving Throw: None

By means of this spell, the caster sets down a magical contract between himself and some other individual, which cannot be broken by either party except where conditions of punishment are specifically agreed upon. All that is necessary is that the two parties somehow be in communication, have full understanding of the agreement, and that both willingly accept it. Because of the nature of the magic, oaths which are not clear and well defined tend to end in disaster for both parties. The oath may only be "unbound" if contingency was set for its unbinding within the magical contract.

OPEN BOOK

High Magic / level 4
Common / level 5
Casting Time: 1 hour

Duration: Variable
Saving Throw: Special

Range: Touch

This spell may be worked upon a single, magically- sealed tomb, causing the tomb in question to open at the final utterance of the spell's verbal components: "Edro ---!" Note that a name which the book recognizes as its own must be known by the caster in order to effect this spell. Generally speaking, a book which wants to stay shut may save vs spell at the level of its writer to avoid being opened, but special conditions may apply to this, furthermore, very special books may be equipped with more magical protection, such as the sigil of the author or powerful runes and wards.

OUIJA BOARD

Low Magic / level 2

Necromancy / level 3

Casting Time: 1-10 rounds

Range: Touch

Duration: Special

Saving Throw: Special

By means of this spell the caster and a co-caster may vocally ask questions of the spirit of a dead creature and receive answers through the ouija board according to the knowledge of that creature. Unwilling spirits may attempt to fight the power of the ouija board and may save versus spell as they would have saved just before they died, and willing spirits will not be able to find the ouija board 10% of the time (-1% for every ten years dead).

The ouija board is an oval slab of polished wood upon which is carved the numbers & letters of a writing system. In the first segment this spell is cast, the carvings on the board will change to represent the letters and numbers of the writing system of the creature being called. Note that at least one of the casters will need to read that language in order to understand the spirits answers. Also on the board are the words "yes" and "no" for answering simple questions quickly. These are always in the same location, so a spellcaster asking a spirit yes/no questions need not converse in that spirit's language. While both casters hold opposite ends of a mithril triangle to the face of the board in which a hollow circle is inscribed, the spirit pushes the hollowed circle over the desired symbols.

If two or more spiritualists or necromancers use the ouija board together, the spellcaster's level is treated as the sum of both. Otherwise, the co-caster is ignored, though this individual must also be a spell-caster.

Occasionally, the spirit may be yanked from the board by another, or may grow disinterested in the conversation. The chance that a spirit will "stay with it" for each minute of conversation is $(10 \times \text{lvl})\%$ for the first minute minus a cumulative 10% for each additional minute. Long dead creatures will be more difficult to contact and keep "on-line" once contacted.

Having a part of the skeleton of the creature being contacted or being at the place of death or main place of living or place of burial also helps somewhat (+50% for contact and staying).

As a final note, it should be remembered that the ouija board is a powerful magical item linking the prime-material plane to the various spirit domains including the Plane of the Dead. Powerful spirits have been known to use such a board as an exit from their final places of rest.

PAIN

Necromancer / level 2

High Magic / level 2

Duration: 3 segments / lvl

Casting Time: 1 segment
Range: 50 feet

Saving Throw: Negates

The victim suffers from excruciating pain and is unable to cast spells or to move at greater than half speed.

PENTAGRAM

Common / level 3
Casting Time: 10 minutes
Range: Touch

Duration: Permanent
Saving Throw: None

By means of this spell, the spellcaster inscribes a pentagram inside which he cannot be harmed by non-elemental forms of magical energy, though neither can he attack with such spells. A save versus intelligence must be made to determine whether the inscriptions were made correctly.

PHANTASMAL FORCE I

Illusion / level 3
Casting Time: 3 segments
Range: 50 ft

Duration: 1 seg/lvl
Saving Throw: Special

Upon the casting of this spell, an illusion is generated which may attack all believing creatures within a five foot per level radius of the illusion's epicenter which itself must be within 50 feet of the caster. Creatures within the radius must make an int check (@ +or- 5pts depending on the plausibility of the illusion) or believe in the illusion's reality. Creatures which make their int checks may save vs spell or suffer the illusions effects despite their disbelief. The illusion may cause up to d6 damage per creature for every segment such creatures are in the radius. The caster must maintain concentration for the duration or the magic will dissipate.

PHANTASMAL FORCE II

Illusion / level 4
Casting Time: 2 segments
Range: 100 ft

Duration: 2 seg/lvl
Saving Throw: Special

By use of this spell, the caster creates an illusion which may attack all believing creatures within a five foot per level radius of the illusion's epicenter which itself must be within 100 ft of the caster. Creatures within the radius must make both a modified int check and a save vs spell in order to avoid the illusion's effects. The illusion may cause up to d8 damage per creature for every segment such creatures are within the radius. The caster must maintain minimal concentration on the illusion, being unable to cast spells but able to otherwise act normally (or abnormally for that matter). Furthermore, the caster may move the epicenter of the illusion at will. Finally, the illusion may persist in a reiterative form for 1-4 segments after the caster breaks off concentration either by leaving the range of the epicenter or casting spells.

PHANTASMAL FORCE III

Illusion / level 5
Casting Time: 4 segments
Range: 5'/lvl

Duration: 1 seg/lvl
Saving Throw: Special

This spell causes one square foot of flammable material per level of caster to burst into flames. Heavy burning clothing such as thick robes will cause d12 damage per segment while light burning clothing will cause only d6 damage per segment. Rolling on a floor with smother have of the fire damage and put out the flame in two segments.

STAFF OF SMITING

Thaumaturgy / level 5
Enchantment / level 5
Casting Time: 1 day
Range: Touch

Duration: Permanent
Saving Throw: None

This spell creates a magical staff. First an thaumaturge must find the finest wood of a hazel tree and fashion it magically into a wizard's staff. The staff must be then dipped in serpent's venom and touched by a dragon's breath. Then, it must be enchanted and sprinkled with mithril dust. The staff thus created will be capable of striking at +3 for d6+3 twice per round. Once per day it may strike as a venomous weapon, doing double damage for the attack and causing the victim to save vs poison or suffer the effects. The staff may also attack for 10d6 with the breath of the dragon which imbued this magic, however this attack destroys the staff.

STARSHINE

Illusion / level 2
Casting Time: 5 segments
Range: 30 feet

Duration: 10 min/lvl
Saving Throw: None

This spell causes the immediate area around the caster to become dimly illuminated as if by starlight, enabling clear vision of up to thirty feet, with indistinct vision at up to sixty feet. The spell will only work in near to total darkness, and will cause the ceiling of indoor caverns to appear as a starscape, taken conveniently from the caster's memory.

STATUS

Common / level 2
Casting Time: 1 round
Range: Self

Duration: 1 week
Saving Throw: Neg.

This spell causes a creature an amount of damage equal to ten percent of current hitpoints, rounded down, to creatures of lower level than the spell caster on a failed save versus magic when the creature failed to address or refer to the caster as he requests.

STINKING CLOUD

Naturalism / level 2
Casting Time: 2 segments
Range: 30 feet

Duration: 1 rnd/lvl
Saving Throw: Neg.

STONE SHAPE

Conjuration / level 5

Elementalism / level 5
Casting Time: 1 minute
Range: Touch

Duration: Permanent
Saving Throw: None

STONE TELL

Low Magic / level 3
Naturalism / level 5
Casting Time: 1 minute
Range: Touch

Duration: 1 minute
Saving Throw: None

STONESKIN I

High Magic / level 2
Common / level 3
Casting Time: 1 second
Range: Touch

Duration: 5 min/lvl
Saving Throw: None

STONESKIN II

High Magic / level 3
Common / level 4
Casting Time: 1 second
Range: Touch

Duration: Infinite
Saving Throw: None

The recipient of this spell is immune to one non-magical attack.

STOP

High Magic / level 1
Enchantment / level 1
Casting Time: 1 segment
Range: 60 feet

Duration: 1 segment/lvl
Saving Throw: Neg

This spell causes the single creature affected to stop what it is doing and remain still for a number of segments equal to the spellcaster's level. When cast against a spellcaster, however, an immediate dispel may be effected.

SUGGESTION

Enchantment / level 2
Casting Time: 1 segment
Range: 30 feet

Duration: 1 hour + 1/lvl
Saving Throw: Neg

TASTER'S CHOICE

Illusion / level 0
Casting Time: 1 segment
Range: 30 feet

Duration: 1 segment/lvl
Saving Throw: Neg

Under the influence of this cantrip, an individual at meal will taste whatever taste he inwardly desires.

caster, and may be closed behind the caster or allowed to exist for the duration of the spell. Note that stone, metal, water, gas, or even fire are affected, though magical substances and magically locked objects cannot be penetrated.

WORD OF POWER

High Magic / level 1	Duration: Instantaneous
Casting Time: 1 segment	Saving Throw: None
Range: 100 feet	

This spell sends a magical bolt of energy (treat as electrical) into the target doing 1-6 points of damage plus an additional hit point per level of spellcaster above one.

WRAITH FORM

Necromancy / level 4	Duration: 2 min/lvl
Casting Time: 1 segment	Saving Throw: None
Range: Self	

The caster and all carried gear become para- ethereal, and an aura of negative energy surrounds the caster. The caster can only be struck by magical weapons or by silver weapons for half-damage and is treated as gaseous for movement purposes. Undead will not recognize the caster as a living being unless they are of higher status and intelligence in which case they may save vs magic at -4 in order to recognize the necromancer for what he is. Living creatures suffer d6 damage on touch (which is the casters only attack on non-ethereal creatures during the spell duration). The caster may negate the effects of the spell at will, but will appear to non-ethereal creatures as a shadowy, smoky, semi-transparent ghost and will take d6 damage/segment from sunlight. Note that this spell may be cast only from planes adjacent to the ethereal (those being the primes and the surface of the inner sphere).