

# Player's Option™: Spells & Magic by Richard Baker

## Foreword

My introduction to fantasy began when I was assigned J.R.R. Tolkien's *The Hobbit* in my 6th grade reading class. Although I was only eleven at the time, I was already a fan of science fiction—I'd read a lot of Robert Heinlein's juvenile SF, as well as Doc Smith's Lensman books and a smattering of other titles. I hadn't read anything in the fantasy genre, and as I recall, I had little desire to do so. *The Hobbit* changed that for me, and I went back and re-read it as soon as I finished turning the last page. After that, I was off and running. The next thing I read was the *Lord of the Rings*. Then I found Terry Brooks' *The Sword of Shannara*, followed by Ursula K. Leguin's *A Wizard of Earthsea*.

And that's where I was brought to a screeching halt. My hometown library was on the small side, and all of their fantasy and science fiction books occupied one carousel in the kids' section. It may be hard to believe now, but even as recently as 1977 fantasy was a poor cousin to science fiction, which was a poor cousin to mainstream fiction. Bookstores just didn't have the massive sections devoted to fantasy and science fiction that they have today. By hook and by crook, I eventually tracked down more and more fantasy titles. But when I was still desperately searching for fantastic fiction, sometime in 1978 or 1979, I ran across a brand-new game called Dungeons & Dragons®. So, like many people, I came to fantasy role-playing through my love of fantasy fiction.

In writing this book, I've come to the conclusion that the single defining characteristic of the fantasy genre is magic. Every fantasy story features a character who can use magic, owns a magical item, or is confronted with a magical situation or paradox. Movies like *Ivanhoe* or *Robin Hood* are wonderful adventures, but they're not fantasy stories—there's no magic. On the other hand, the popular Star Wars movies are fantasy, not science fiction, because magic (referred to as the Force) is part of the story. Science fiction is the literature of things that could happen; fantasy is the literature of things that can't happen. And magic is the very essence of the impossible.

So, here's a book about magic in the AD&D® game. I've tried to include enough options and choices to give you, the reader, the ability to give magic in your particular campaign almost any kind of flavor or feel that you like. If you want to make magic rarer, more "realistic," or more dangerous, you can find rules in here for doing so. If you want rules to add detail and complexity to the AD&D magic system, they're here. Or if you just want some new wizard and priest character types as well as some complementary spells, you'll find them. When I started this project, I thought that I'd have a hard time filling this whole book . . . now, I can't believe how much more I could have written if space had permitted.

Have fun, and good gaming!

Rich Baker  
January, 1996  
Lake Geneva, Wisconsin

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TSR, Inc.  
201 Sheridan Springs Road  
Lake Geneva  
WI 53147 USA

TSR Ltd.  
120 Church End, Cherry Hinton  
Cambridge CB1 3LB  
United Kingdom

Credits

**Design:** Richard Baker

**Editing:** Miranda Horner

**Creative Director:** Steve Winter

**Cover Art:** Jeff Easley

**Interior Art:** David O. Miller, William O'Connor, Thomas Manning,  
Randy Post, Ken Frank, Dennis Cramer, Arnie Swekel & Philip Robb

Graphic Design: Paul Hanchette, Greg Kerkman & Shan Ren

**Typography:** Nancy J. Kerkstra

**Art Director:** Stephen A. Daniele

**Special Thanks To:**

Scott Douglas, Duane Maxwell, Steve Miller, Jon Pickens,  
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## Introduction

What's a fantasy game without magic?

Sure, the AD&D® game can be played without spellcasters, enchanted monsters,

or magical items. Everyone can still role-play brave heroes, confront deadly foes, and attempt great quests or deeds of mythical proportions. In fact, it can be fun and challenging to do so in a nonmagical setting. But the point remains that magic, more than any other characteristic, defines the AD&D game. As a *fantasy* role-playing game, AD&D is anchored in the traditions of fantasy literature, and fantasy literature by definition features some element of magic. Even if the heroes of a fantasy story distrust or dislike magic, it's still there in the background as part of the world they live in.

Generally, most writers of fantasy literature create their own unique systems of magic to explain the supernatural powers their heroes and villains employ. With great care and deliberate effort, authors define what magic can and cannot do in their worlds. For example, in *The Lord of the Rings*, J.R.R. Tolkien circumscribes the wizard Gandalf's power by placing restrictions on Gandalf's freedom of action. The great wizard is bound by a code of secrecy and noninterference that prevents him from directly challenging the power of Sauron, and he can only help and advise as the Free Peoples of Middle-earth fight their own battles. Jack Vance's *Dying Earth* stories assume that wizards must study complicated patterns and formulae to memorize very specific spells that may only be used once before vanishing from the wizard's memory. (Sound familiar?)

There are very good reasons for limiting magic's power from a literary point of view. Modern readers need to see real challenges and obstacles for the characters in a story, and magic systems that are too open-ended can wreck a story's credibility and sense of suspense. If Gandalf could have just *wished* the One Ring into the fires of Mount Doom from Frodo's living room, what would have been the point of the trek to Mordor? Since fantasy role-playing games are flexible models of the fantasy genre, the same considerations are true for them. A fantasy RPG has to set very precise rules for how magic works and what it can do, and the presentation and workings of the magic system inevitably become the game's salient characteristics.

In fantasy literature, it's common for a magic system to be defined for only one world-setting at a time by a single author (although shared-world concepts are fairly common, too). The AD&D game's magic system represents a common framework built up by hundreds of designers, Dungeon Masters, and players over more than twenty years. There are *thousands* of spells and magical items defined—a volume of material that is an order of magnitude larger than any other magic system in games or fiction. The basic assumptions of what magic is and how it works in the AD&D game are shared by literally millions of gamers and fantasy fans. Despite the immense importance of magic to the game, it is one of the few areas that has remained nearly unchanged to date in the evolution of the game. Magic never changed in function; it simply grew amoeba-like, adding more and more spells and items while the basic, underlying assumptions remained the same.

*Player's Option™: Spells & Magic* examines the AD&D magic system from every angle. First, the spellcasting classes—wizards, priests, and less dedicated magic wielders such as bards or rangers—will be examined in detail. The various schools and spheres of spells are reorganized and new class abilities are introduced, along with an optional point-based character class design system compatible with the *Player's Option*:

*Skills & Powers* rulebook. New proficiencies and detailed information about wizard and priest equipment adds depth and variety to any campaign. A new magic memorization and casting system is introduced in Chapter 6, providing new ways to customize a character's spell selection. Spells in combat and critical hits with spells are detailed in Chapter 8. And last, but not least, there are more than 30 pages of new spells included in this book.

Like any of the Player's Option books, the material in this supplement is optional. The DM is free to use as much or as little of *Spells & Magic* as he wishes to in his campaign. However, we have tried to present systems that do not contradict each other, so it is possible to use all the rules additions and expansions without any difficulty.

## What You Need to Use This Book

At a minimum, you should have access to a *Player's Handbook* and *Dungeon Master® Guide* to make use of this rules expansion. Note that *Player's Option: Spells & Magic* is compatible with the previous books in the Player's Option line; character class design rules in this book are expansions of the class design rules from *Skills & Powers*, and the chapter on spells in combat is tailored for use with the *Combat & Tactics* skirmish system. In addition, the *Tome of Magic* is referred to a number of times in this book; you don't need *Tome of Magic* to use this book, but it adds many spells and magical items you may find useful in your campaign.

**Integrating *Spells & Magic* into Your Campaign** *Player's Option: Spells & Magic* is designed principally as an expansion, not a replacement. However, there are a few special cases where the information presented here should be taken as an update and replacement of existing rules. Specifically, the wizard spell schools and priest spell spheres have been slightly rearranged to improve game balance and make the wizard and priest specialist classes more competitive with respect to the general versions of these characters, the mage and the cleric.

Most of the rest of this book can be integrated piecemeal into an existing campaign without any trouble. For example, additional proficiencies and new spells can be approved or disapproved by the DM on a case-by-case basis. These were designed to be completely usable with or without the Player's Option rules.

## Making the Switch

Adding spells, magical items, or the critical hit rules to an existing campaign is fairly easy, but a DM may have trouble with some other material in this book. In particular, existing spellcasters may wish to take advantage of new class abilities or optional specializations that weren't available when the character was first created. There are several ways to handle this. First, there's no reason that a DM couldn't allow a player to "re-design" his character, incorporating the abilities he thinks his character should have had all along. If a PC cleric comes from a savage tribe and portrays himself as a barbarian, it's perfectly reasonable to allow him to rebuild his character as a shaman (see Chapter 2) and continue play. If the player is altering his character without any good rationale or explanation for why he's making the change, the DM can require the character to pay a penalty of 10% to 50% of his experience point total, depending on the DM's assessment of the scope of the alterations.

There are a couple of things a player should *not* be able to do by redesigning his character. A character shouldn't change specializations without a very good justification, so a necromancer shouldn't be rebuilt as an enchanter or wild mage, and a specialty priest of Lathander shouldn't become a priest of Helm. A character's basic ability scores, equipment, proficiencies, hit points, and general personality shouldn't change. If a player was playing a barbarian cleric correctly, he was probably choosing skills and weapons appropriate for a shaman—and if he wasn't selecting these skills, the reasoning behind the switch becomes much more suspect. Finally, a character shouldn't actually change classes or become dual-classed or multi-classed.

**The Spell Point System:** The most drastic change to the AD&D game lies in the new spell point system described in Chapter 6. Try running a brief “trial adventure” using the rules before incorporating them into your campaign. The spell point rules provide spellcasters with a lot more flexibility than the standard magic system without increasing their raw combat or spell power, but if PCs are allowed to make use of spell points, NPCs and monsters should be able to as well.

**The Role of Magic in the Campaign** It's safe to say that magic in one form or another is present in virtually all AD&D campaigns; only the most historical or unusual settings do away with magic altogether. But, beyond this simple observation, it's clear that each group of AD&D players has their own interpretation of what magic is, how it works, how various spells interact with each other, and what player characters should and should not be able to do with their arsenal of spells and magical items. By altering some of the basic assumptions that are part of the AD&D game's magic system, a DM can infuse his campaign with its own unique flavor and texture.

While the greater portion of this book deals with altering the rules of the game, this isn't always a necessary part of changing the way that the players (and the NPCs they interact with) view magic and its effect on their world. For example, let's say that the *nature* of magic in a campaign setting can be described by a simple scale that rates the scarcity, mystery, power, and cost of magic on a scale of 1 to 10. Obviously, a campaign with magic that is extremely scarce and weak in power represents a very mundane world when compared to a world where powerful magic is very common.

## Scarcity

How common is magic in the campaign? Are wizards and spell-wielding priests so rare that even low-level characters are figures of legend, or are they so common that any hamlet or crossroads village has its own resident spellcasters? Most AD&D campaigns take a position between these two extremes, but lean towards the high end of the scale, falling in the 6 to 8 range on the 10-point scale—wizards and priests appear as allies, enemies, sources of information, or even window-dressing in literally every adventure a typical group plays. At the highest extremes, campaigns feature numerous spellcasters and magical items. Even a small town has several wizards of skill, plus dozens of minor merchants, craftsmen, or innkeepers with a spell or two up their sleeve. Wizards are so common that even the most remarkable mages lose their aura of mystery.

So, what does this mean? In a normal campaign, it's safe to assume that anywhere the PCs go, the locals know a nearby wizard, and most people encounter a wizard a couple of times a year. Any sizable town has at least one or two resident wizards and

spell-using priests, plus a handful of folks with minor magical powers such as herbalists, hedge wizards, and healers. Large towns or small cities may have up to a dozen or so magic-using characters, and great cities could support several dozen without crowding. Almost any NPC above 1st level owns one or more magical items, even if they're fairly small or expendable, and player characters frequently own about three to five magical items by the time they reach 4th to 7th level.

In campaigns where magic is not as common (say, a 2 to 4 on the scale), the spellcasting characters become truly unique and important. A priest who can actually invoke his deity's power in the form of spells may be perceived by the great clerical hierarchy as a saint or great patriarch in the making, or possibly as a dangerous reminder of the true faith in those hierarchies that have become complacent or corrupt. A high-ranking hierarch without spells will certainly watch a low-level PC cleric very carefully, especially if the PC makes no efforts to hide the "miraculous" effects he creates with simple 1st- and 2nd-level spells. Similarly, if wizard magic is quite scarce, a PC wizard can't help but gather attention, fame, and not a little fear if he publicly displays his skills.

**Priests vs. Wizards:** A wizard's magic and a priest's magic are not the same thing, and both forms of magic do not have to be present in a campaign to the same degree. Imagine a world where wizards are viewed as the worst sort of villain and persecuted without remorse for decades. Wizards and their spells might be exceedingly scarce, while priests are far more common because they are socially acceptable—thus, the presence of wizard magic might only be a 1 or 2 while priest magic is closer to a 6 or 7 on the scale.

**Magical Items:** Similarly, magical items might be more or less common than spellcasters. If no one had ever invented the spell *enchant an item*, it's reasonable to assume that magical items might be a rarity in even the most magical campaign settings. The reverse could be true if there was a lost civilization of highly advanced wizards who left behind great numbers of artifacts and items. The wizards of today might be armed to the teeth with magical items, despite the fact that they are struggling to grasp the basics of spellcasting.

## Mystery

Can anyone in the campaign be a wizard or priest, or do these characters have to belong to a select set in order to even begin their studies? Do the common people know enough about magic to distinguish between priest and wizard spells? Is the study of magic a study of easily-defined natural laws, or are the forms of magic deliberately obscured by generations of needless rite and ceremony? Most importantly, do the PCs know the limits of a spellcaster's powers?

In most AD&D games, characters "in the know" have an excellent grasp of exactly what each spell available can do. After all, most players are quite familiar with the *Player's Handbook* and know the spells they can make use of inside and out. But most common NPCs aren't as knowledgeable; the typical innkeeper doesn't know that a low-level wizard can use *invisibility* to walk out without paying his tab, or *fool's gold* to cheat him. He just knows that wizards can do things that ordinary people can't, and if he's a bright innkeeper, he never falls for the same trick twice.

In a less mysterious world, the same innkeeper knows to look out for *invisibility*,

*charm person*, *fool's gold*, and half-a-dozen other dirty tricks. He may even know enough to request a wizard to relinquish certain spell components to make sure a particularly obnoxious spell (*fireball*, for instance) won't be available to that wizard while he's in the innkeeper's place of business. In this kind of setting, everyone would know that priests can heal injuries, blindness, or disease, or possibly bring back a loved one from the dead, and priest characters will be constantly asked to use their powers on someone's behalf.

In a world where the nature of magic is cloaked in superstition and ignorance—an 8 or 9 on the scale—spellcasters will generally inspire fear in anyone who learns of their powers. Note that even the wizard character himself may not really know why his spells work—imagine a character who begins a *magic missile* spell with a thunderous declaration of the names of forbidden powers, just because he was taught to do it that way. Of course, one of the 'names' is actually the spell's verbal component, and the rest of the nonsense has no effect on the casting of the spell. It's a good idea for a DM with this kind of world to forbid players from looking up spells and effects in the *PHB*, since their characters only have access to a portion of this knowledge. The DM should also feel free to alter standard spell effects and create new spells just to instill a sense of dread and wonder in experienced, jaded players.

## Power

What can magic accomplish in the campaign? Is there anything it can't do, and why? Will 10th-level magic be allowed as an option, or is 9th level the most powerful magic available? Can *wishes* change history or reverse events that have already occurred? To what degree do the gods and their avatars involve themselves in this world setting? In most magic systems, setting boundaries to a character's ability to affect events with magic is vitally important. Typically, an AD&D game assumes that 9th-level spells are the most powerful magic known to mortals, and that the player characters encounter a deity no more than once or twice over the course of an entire campaign.

The impact of magic on a campaign world can be greatly lessened by reducing the maximum level of spells that can work there, although this is getting into rules alterations. For example, by limiting spells to 8th level, mages can no longer make use of *wishes* or *gates*. If the maximum is 7th level, mages lose the spell permanency, which is a key part of the magical item creation process. Without this spell, magical items become temporary or disposable—no persistent enchantments can exist.

Another point lies in the emphasis on the power of characters versus the power of magical items. Should a fighter become a killing machine because he happened to find a *vorpal blade*, or should most of his combat bonuses be derived from skills and training? In earlier incarnations, the AD&D game leaned strongly towards the first option, but with the advent of weapon mastery, style specializations, and other character-based bonuses, it is now possible to create a character who doesn't need a powerful magical item to drastically increase his combat power. The real danger to game balance lies in combining these two benefits—a weapon master equipped with a powerful magical weapon becomes nearly unstoppable. If your campaign features a lot of high-powered magic, you should strongly consider playing without optional specialization or proficiency rules.

## The Cost of Magic

In fantasy literature, there is often a price to be paid for magical power. Wizards



may have to make terrible pacts with dark powers for the knowledge they seek, priests may have to sacrifice something dear to them to invoke their deity's favor, or the spellcaster may pay an immediate price in terms of fatigue, illness, or even a loss of sanity. Generally, the AD&D game is quite forgiving in this regard; when a character casts a spell, he expends a few unusual material components and simply forgets the spell he had known. It's easy to increase the cost of magic by strictly enforcing the requirement to procure material components for spells, especially if the DM is conservative in handing out treasure. For example, *find familiar* requires at least 1,000 gold pieces of special herbs and incenses, which means that a 1st-level wizard may have to do a lot of adventuring before he has enough money to summon his familiar! The spell *scare* requires a piece of bone from an undead creature; requiring the wizard character to personally locate and remove such materials can force the player to make hard decisions about which spells are worth the trouble.

Now, imagine a game setting in which magic is far more costly. What if a character risked insanity every time he attempted to learn a spell? Or if the casting of a spell required the character to make a saving throw vs. spell or pass out from exhaustion? A character might even have to risk a permanent loss of hit points or ability scores each time he cast a spell in a world where magic is exceptionally dangerous. (See Chapter 6 for some of these options.) Again, these restrictions are rules changes and not just cosmetic matters, but a few changes like these can make a great impact on a normally routine campaign.

### Creating a World-View of Magic

How can the DM put all this together? Let's consider a couple of the AD&D campaign settings as examples. First of all, take a look at Faerun, the setting of the Forgotten Realms® campaign. Magic is quite common in the Realms, and only slightly mysterious; everyone knows of the great wizards and the typical powers a wizard is likely to command, but there are a number of unique spells and magical items to be found. Magic is also fairly powerful in Faerun and comes with little cost or sacrifice to any character who works hard enough. The magic of the Realms is about average for an AD&D campaign.

The Dark Sun® campaign has an entirely different approach to magic. Magic is still fairly common and mysterious, but it can be extremely powerful (the sorcerer-kings of Athas command 10th-level magic) and comes at a great cost—the defiling of any living vegetation nearby when a wizard casts a spell. In fact, the destruction caused by Athas' wizards is the chief cause of the planet's dessication and the rise of bizarre, mutated monsters.

Last but not least, the Birthright™ campaign setting portrays a world in which wizard magic is rare. Mages are mysterious figures with unusual powers. Only a handful of characters have the heritage required to make use of true magic, and fewer still can command the kingdom-shaking powers of realm magic.

Here are a few ideas for alternative magic settings for your own campaign:

**The College of Sorcerers:** In this setting, all wizards belong to a single guild or society cloaked in rite and mystery. (The imagers of Stephen R. Donaldson's *The Mirror of Her Dreams* are a good example of such a society.) Spells may require a rare or unusual ingredient controlled by the College, or the College may treat spells as secrets

that must be kept at any cost.

**Secrets Man Was Not Meant to Know:** Wizard magic is the province of horrible pre-human powers of the Outer Void, and dealing with them is the worst kind of betrayal. Insanity plagues those foolish enough to delve into the secrets of these elder powers; H.P. Lovecraft's stories are an excellent model of this kind of campaign. Chapter 6 describes a spell point system of magic that reflects this type of setting.

**Smoke and Mirrors:** Wizards are far less powerful than they appear to be—most are nothing more than alchemists and scholars who can command a few feeble spells. Any spell that creates something out of nothing or summons energy where no energy existed before cannot be cast; illusions, divinations, and minor alterations and summonings are the only types of magic that work. Many magical effects are accomplished through nonmagical means; for example, a *pyrotechnics* spell is nothing more than a handful of chemical powder thrown on a flame.

**The Magical Renaissance:** In this world, almost everyone has a magical talent or two. Magic is fully integrated into society, not as a replacement for technology, but as a part of the common awareness and an augmentation of a person's skills. Chambermaids use *cantrips* to dust and to make beds, royal investigators have access to *speak with dead* and *ESP* to enforce the law, and many brilliant works of art are at least partly magical in nature. Even nonwizards may have a small selection of spells in this kind of setting.

**The Lost Powers:** Priests of this campaign have almost no spell powers. The various deities of their pantheon have lost the ability to grant spells to their followers or have denied their followers spells for some reason. For a particularly chilling campaign, combine this thesis with the **Secrets Man Was Not Meant to Know** scenario to create a world in which the only spellcasters with any power are the insane servants of inhuman powers.

**Magic and Story Telling** When it comes down to it, an AD&D adventure is nothing more than a story created by the DM and embellished upon by the players. Every campaign generates volumes of epic confrontations, cliffhangers, and sinister villains—it's just the way the game is played. Magic is often the central feature of these campaign stories; most players couldn't tell you a thing about Joe's paladin, but everyone who was at the game remembers the time Joe's paladin found the *holy avenger*! An enormous number of player characters are remembered fondly not for their personalities or the skill with which they were played, but instead the particular magical items they owned and the nifty tricks they had with their spell selections.

While this isn't necessarily bad, it can detract from the role-playing elements of a game if the players and the DM allow it to. After all, when the only tool you have is a hammer, everything starts looking like a nail—and if you've got a *flame tongue* sword, it looks like the answer to any problem is going to involve slashing and burning *something*. Similarly, a wizard whose most memorable achievement is his invention of *Alkair's inescapable decapitation* and subsequent use of the spell in every encounter for the rest of the campaign isn't really a well-developed character at all. A hero with a magical sword is fine, but when the magical sword *defines* the hero, the hero is diminished.

Another difficulty that arises in many campaigns is the substitution of magic for technology. AD&D game players are (quite naturally) creatures of the modern world, and modern conveniences such as automobiles, tanks, telephones, televisions, computers, and

any number of other devices seem so indispensable that there just *have* to be magical equivalents. While some of this is fine in any campaign, it desensitizes both players and DMs to the sheer wonder that magic should inspire in most characters. After all, magic should be *magical*, full of mystery and terror, but when a character routinely uses magic to brush his teeth and stir his stew, magic becomes nothing more than a tool. Blurring the distinction between magic and technology detracts from the strength of both philosophies.

Last, but not least, it's important to remember that magic can do *anything* that a DM needs it to do for purposes of advancing the plot or elaborating on an adventure. If the story calls for a greater tanar'ri to be encased in a glass globe, it's not necessary to worry about exactly how the tanar'ri was imprisoned there, or what spells the old archmage used to defeat the creature; it's okay for a DM to simply tell the players that the archmage did it. However, PCs and NPCs who are interacting with the party should follow the rules—up to the point that the rules interfere with the story.

## Chapter 1: Wizards

The wizard may well be the most important character class in the AD&D game. Whether or not a particular player character wizard is the most powerful member of a party, it seems that *every* AD&D campaign has at least one great archmage or master wizard who holds supreme power. Wizards are responsible for the creation of all kinds of adventures and works of magic that other characters later become entangled in or discover. In many adventures, the party's wizard is the *only* character who can use his magic to provide a means to cross a barrier or solve a riddle. In fact, in some cases, the only way to resolve the entire adventure or quest is through the inventive use of the wizard's spell arsenal.

Given this fact, it only makes sense to begin an examination of magic in the AD&D game with a thorough look at the wizard character class. In this chapter, we'll examine all the varieties of mages and specialist wizards available to a player character. Several new varieties of specialist wizards are also described in this chapter. In addition to a long look at the existing wizard classes, we'll also present a point-based character design system that will allow a player to select his wizard's abilities and limitations in order to customize his own character. This system is an expansion of the character class rules from *Player's Option: Skills & Powers*, although you don't need that book in order to use this material.

The information in *Player's Option: Spells & Magic* replaces or revises the *Player's Handbook*, *The Complete Wizard's Handbook*, *the Tome of Magic*, and the material on magic from *Player's Option: Skills & Powers*. In other words, if you have this book, you should use the rules presented here when creating your wizard character. However, there is one notable exception to this case—if you are using an AD&D campaign setting that includes its own rules on character generation, such as the Dark Sun or Al-Qadim® game settings, you should continue to create wizards for those settings using the appropriate rules.

## Spells from Other Sources

While the material on creating wizard characters is updated for this book, you'll find that spells that appeared in previous books have not been altered. As long as the DM approves, a player character wizard can learn spells from any source the player has available. In fact, the spell lists contained in Appendix 3 of this book include spells from the *Player's Handbook*, *Tome of Magic*, and *The Complete Wizard's Handbook* as well as dozens of new spells introduced in this book. Additional spells from the *Wizard's Spell Compendium*, *Pages from the Mages*, or any other source can be approved by the DM on a case-by-case basis.

**Schools of Magic** All wizard spells belong to one or more schools of magic. A school of magic represents related spells with common features or characteristics. For a mage, who is the basic or general wizard, the school of a spell doesn't matter too much; he can learn and cast any spell without regard to the spell's school. The only exception to this rule is wild magic, which is completely unfathomable to any wizard except a wild mage.

While the majority of wizards are mages, a significant number choose to be specialists who concentrate their efforts in one particular school. Generally, this increases the wizard's abilities within the school of his choice at the cost of losing access to any schools with opposing philosophies.

There are three schemes of school organization used in the AD&D game: philosophy, effect, and thaumaturgy.

## Schools of Philosophy

The eight standard schools of spells presented in the *Player's Handbook*—abjuration, alteration, conjuration/summoning, enchantment/charm, greater divination, illusion/phantasm, invocation/evocation, and necromancy—are schools of philosophy. While all spells in this scheme of organization are cast in much the same way, the approach and method by which they achieve their purpose varies from school to school. For example, conjuration spells generally bring something to the caster from another location, while necromancy spells manipulate the forces of life and death.

While spells in a school of philosophy generally involve the application of a common principle, they vary greatly in effect. For example, invocations create anything from solid matter such as *walls of stone* or *iron* to comprehensive enchantments such as *contingency* or *limited wish*. Note that all spells grouped into schools of philosophy share the same execution or method of casting—the use of verbal, somatic, and material components to summon and direct magical energy. The basic philosophies behind each school are briefly described below:

**Abjuration** spells are specialized protective spells designed to banish some magical or nonmagical effect or creature. *Protection from evil* is an example of an abjuration spell, since it creates a barrier that evil or supernatural creatures are reluctant to cross.

**Alteration** spells cause a change in the properties of some previously existing thing, creature, or condition. *Pyrotechnics* is an alteration spell, since it takes an existing

fire and creates special effects from the blaze.

**Conjuration/Summoning** spells bring some intact item or creature to the caster from elsewhere. Any *monster summoning* spell is a good example.

**Enchantment/Charm** spells cause a change in the quality of an item or the attitude of a person or creature. *Charm person* is an enchantment, since it affects the way an individual perceives the wizard.

**Divinations** are spells that provide the wizard with information or the ability to acquire information. *Contact other plane* is a divination, since it allows the wizard to seek answers from extraplanar entities. Note that this school has been somewhat altered in scope for this book; see **The School of Universal Magic**.

**Illusion/Phantasm** spells seek to deceive the minds or senses of others with false or semi-substantial images and effects. *Phantasmal force* is a good example, as well as spells such as *mirror image*, *invisibility*, or *blur*.

**Invocation/Evocation** spells channel magical energy to create specific effects and materials. For example, *lightning bolt* manifests this energy in the form of a powerful stream of electricity.

**Necromancy** is a school concerned with the manipulation of the forces of life and death. Necromancy spells include those that simulate the effects of undead creatures, such as *vampiric touch*, and more direct assaults on life energy like *death spell* or *finger of death*.

**Universal Magic:** In this book, the school of lesser divination is expanded and renamed to include a number of spells that all wizards should have access to. Consider universal magic to be Sorcery 101; without the basic spells in this school, wizards are incapable of continuing their studies in the other schools of magic. Therefore, all wizards have access to the spells in this school, regardless of specialization. The school of universal magic is described in more detail below.

**Creating a New School of Philosophy:** In most campaigns, the schools of philosophy represent the baseline or standard against which other forms of magic are measured. Almost all spells can be described through this system of magic, with very few exceptions. For a wizard to develop a new school of philosophy, he would have to devise a class of spells that all share a common approach or methodology. Most likely, a group of related spells that already exist in one school or another would have to be used as the starting point for a new school. It's much easier to build a new school of effect or thaumaturgy than to build a new school of philosophy. *The Complete Wizard's Handbook* suggests a school of transmutation that concentrates on spells that change one element or material into one other element or material. Another possibility might be a school of animation, centering on spells that provide motive force to inanimate objects.

## Schools of Effect

A second scheme for organizing wizard magic is by effect. *The Tome of Magic* presented a new type of wizard who could specialize in schools of effect: the elemental wizard. *Player's Option: Skills & Powers* introduced the shadow mage, another specialist wizard built around a school of effect.

Schools of effect differ from schools of philosophy in that the spells of the school all share one common result or ingredient. For example, the spells of the school of fire all involve fire in some way, without regard for what the spell accomplishes. Divinations,



the direction and control of energy, and the summoning of elementals can all be linked by the common effect of fire. The schools of effect are described below:

**Air:** The elemental school of air naturally includes any air-based spell or effect, including spells that control or affect wind, breathing, falling and flight, air elementals, and other elemental phenomena. *Gust of wind* or *cloudkill* are examples of air spells.

**Earth:** Spells of elemental earth are based around stone-, earth-, or mineral-based effects. *Dig*, *stone shape* and *stone to flesh* are earth spells.

**Fire:** Any spell involving the manifestation of flame or heat is a spell of elemental fire. Not all fire spells are attack spells; *fire charm* and *affect normal fires* are examples of fire spells that don't cause direct and immediate damage to the wizard's enemies.

**Water:** Last but not least in the elemental schools, spells of the school of elemental water involve water in some form or another, including spells of ice and cold, since these are linked to the element of water. *Water breathing*, *ice storm*, and *part water* are all included in the school of elemental water.

**Dimensional Magic:** This is a new school introduced in *Player's Option: Spells & Magic*. While all AD&D spells draw power from outside the mage, dimensionalists go one step further—they draw their power from another dimension. Like most schools of effect, the school of dimensional magic overlaps several pre-existing schools, including alteration, conjuration/summoning, and invocation spells.

**Force:** The school of force is a new school of effect presented later in this book. A force mage relies on spells that create or manipulate fields of cohesive energy, such as *wall of force*, *magic missile*, or any of the various *Bigby's hand* spells. Many spells of this school are borrowed from the school of invocation/evocation.

**Shadow:** All the spells in this school are linked by the common effects of shadow and darkness. The shadow mage can make use of a number of illusion spells dealing with the Demiplane of Shadow and shadowstuff, including *shadow monsters*, *darkness 15' radius*, and *shadow walk*. He also has access to a number of necromancy spells. Although necromancy and illusion are opposing philosophies, schools of effect ignore these restrictions and concentrate on results.

**Creating a School of Effect:** Again, all spells in a school of effect are cast with the standard execution of somatic, verbal, and material components. Creating a new school of effect is far easier than coming up with a new school of philosophy; there are any number of common spell results or special effects that can be linked in this way. For example, a school of light could be designed around spells that produce bright visible effects, or a school of circles could be designed around any spell effect that is circular or spherical in form.

## Schools of Thaumaturgy

A school of thaumaturgy defines a specific method or procedure of spellcasting that varies from the standard execution of a spell's components. Several schools of thaumaturgy were presented in *Player's Option: Skills & Powers*—the school of song, the school of alchemy, and the school of geometry. In addition, other schools of thaumaturgy have appeared in specific campaign settings. The defiler of the Dark Sun campaign is a mage whose spells are executed through the draining of life energy from

his surroundings. The sha'ir of the Al-Qadim setting casts his spells by sending a servant gen, or minor genie, to fetch the spell and bring it back to him.

Spells belonging to a school of thaumaturgy are not linked by philosophy or effect—instead, they're related by the manner in which they are physically cast. In fact, the “standard” approach to wizard magic defined by the eight philosophical schools represents one common thaumaturgical method. Other thaumaturgical methods include the following schools:

**The School of Alchemy:** In this approach to magic, spell effects are achieved through the combination of unusual material components. Spells such as *affect normal fires*, *glitterdust*, and *cloudkill* can all be cast through the use of strange powders and reagents, and belong to the school of alchemy.

**The School of Artifice:** This is a new school introduced here for the first time. Artificers are weak in the direct command of magic and instead use various devices and magical items to focus their energies. Spells such as *Melf's minute meteors* and *magic staff* are included in the school of artifice.

**The School of Geometry:** Geometers use diagrams, symbols, and complex patterns to cast their spells. Naturally, any spell involving some kind of writing, marking, or pattern belongs to the school of geometry, including spells such as *explosive runes*, *sepia snake sigil*, and *symbol*.

**The School of Song:** While alchemists rely on material components and geometers rely on somatic components, a song mage uses the power of his voice to summon and shape spell energy. Any spell that involves speaking, singing, or some other use of the caster's vocal powers belongs to the school of song. *Sleep*, *charm monster*, and *Otto's irresistible dance* are all examples of spells of this school.

**The School of Wild Magic:** Some wizards have learned to make use of the principles of randomness in their magic, giving rise to the school of wild magic. Wild mages shape the raw, uncontrollable stuff of magic in the hope that something resembling their intended spell will appear. A number of wild magic spells such as *vortex* and *waveform* appeared in the *Tome of Magic*; if you do not have access to that book, you should probably ignore this school.

## The School of Universal Magic

As described in the *Player's Handbook*, the school of divination is actually composed of lesser divinations and greater divinations. A few specialist mages are barred from greater divination as an opposition school, but every specialist wizard is considered to have access to lesser divination. In this book, the school of lesser divination is replaced by the school of universal magic. This includes a few basic divination and nondivination spells that all wizards should have access to, such as *dispel magic* and *enchant an item*. Any wizard may cast spells of this school, regardless of his or her specialty.

The divination spells of both the schools of lesser and greater divination are now considered to be part of one school of divination. Spells such as *ESP*, *clairaudience*, and *clairvoyance* are part of the school of divination and may not be available to wizards who formerly had access to them as lesser divinations. Refer to Appendix 3 for the revised spell organization.

**Important Note:** Wizards do not automatically know universal spells. They must

study and attempt to learn the spells of this school, just like any other spells. However, when a wizard character is first created, he automatically begins play with any 1st-level universal spells of his choice in his spell book, although these count against the character's limit of beginning spells.

The school of universal magic consists of the following spells:

<i>cantrip</i> (1st)	<i>wizard lock</i> (2nd)
<i>comprehend languages</i> (1st)	<i>dispel magic</i> (3rd)
<i>detect magic</i> (1st)	<i>remove curse</i> (4th)
<i>hold portal</i> (1st)	<i>teleport</i> (5th)
<i>identify</i> (1st)	<i>enchant an item</i> (6th)
<i>read magic</i> (1st)	<i>teleport without error</i> (7th)
<i>wizard mark</i> (1st)	<i>permanency</i> (8th)
<i>knock</i> (2nd)	<i>astral spell</i> (9th)
<i>protection from cantrips</i> (2nd)	

Most of the low-level spells on this list enable the wizard to undertake his basic studies in books of arcane lore and safeguard his laboratory and spell book against intruders. *Teleport*, *teleport without error*, and *astral spell* are included since the ability to travel vast distances in the blink of an eye is a common power among wizards in fantasy literature. Last but not least, *enchant an item* and *permanency* are universal magic because every wizard should have the ability to create magical items when he or she reaches the appropriate level.

**Wizard Characters** A player creating a wizard character has one basic decision to make when the character is first rolled up— should his character specialize in a school of magic, or should he remain a mage? A mage is equally capable in all schools of magic and may freely learn and cast spells from any school. A specialist wizard gains several important benefits when dealing with his own school, but loses access to certain spells that belong to opposition schools.

As noted in the *Player's Handbook*, wizards may not wear armor and are limited in their selection of weapons to the dagger, dart, knife, sling, and staff. (Some character kits may allow additional weapon choices.) In addition, characters constructed with the *Player's Option: Skills & Powers* rules or the expanded character point rules in this book may pay extra character points in order to gain access to better weapons or protective equipment.

All wizards may create magical potions or scrolls after reaching 9th level by using the magical item creation rules in this book. (The alchemist and geometer gain this ability earlier in their careers.) Wizards may also create other types of magical items upon reaching 11th level. Any wizard may attempt to research new spells, regardless of level.

## The Wizard's Spell Book

A 1st-level wizard begins play with 3d4 1st-level spells in his spell book, two of



which must be *read magic* and *detect magic*. Once these two have been included in the spell book, the player may select any other 1st-level spells of the school of universal magic without making a learn spells roll. In addition, a specialist wizard may automatically choose one spell of his specialty to begin play with. Beyond these selections, the player must attempt a learn spells check for any additional spells he wishes his character to know, with the normal penalties or bonuses for specialization. Optionally, the DM may assign a beginning wizard character *read magic*, *detect magic*, and four other spells of the DM's choice.

**Adding Spells to the Wizard's Repertoire:** As a wizard continues with his adventuring career, he will encounter new spells that he may wish to add to his spell book. In addition, mages may add a spell to their book whenever they reach a new spell level, while specialist wizards are allowed to add one spell of their specialty to their spell books each time they gain an experience level. Last but not least, the DM may allow a PC wizard to purchase spells from an NPC wizard or organization. The price should be a spell of equal level that the NPC doesn't know, a magical item other than a potion or scroll, or at least 1,000 gp per level of the spell in question.

## Mage

Ability Requirements: Intelligence 9

Prime Requisite: Intelligence

Races Allowed: Human, Elf, Half-elf

The mage remains largely unchanged by the material presented in *Player's Option: Skills & Powers*. A mage may learn and cast spells of any school (except wild magic) using the normal wizard spell progression table and learn spells rolls. Naturally, mages may make use of many of the new spells and magical items introduced in this book.

Mages with an Intelligence score of 16 or higher gain a 10% bonus to the experience points they earn. Mages never attract followers, but there's no reason a mage couldn't buy property and hire mercenaries whenever he accumulates sufficient wealth.

## Specialist Wizard

Ability Requirements: Varies

Prime Requisite: Intelligence

Races Allowed: Varies

Wizards who concentrate their efforts in one school of magic are known as specialist wizards. Generally, a specialist wizard must give up some degree of versatility in spell selection—he cannot learn or cast spells belonging to schools that oppose his own chosen school. The specialist also has several other benefits and restrictions; unless otherwise stated, all specialists must abide by the benefits and hindrances described below:

Specialist wizards may memorize one additional spell per spell level, provided the spell selected belongs to the specialist's school. Under this rule, a 1st-level specialist may have two spells memorized instead of only one.

Specialists gain a bonus of +1 when making saving throws against spells of their own school. Specialists also inflict a –1 penalty to their victims' saving throw attempts when casting a spell of their specialty school.

Specialist wizards gain a bonus of +15% when learning spells from their school, but suffer a penalty of –15% when learning spells from any other school. Specialists cannot learn spells belonging to an opposition school.

When a specialist reaches a new level, he automatically gains one spell of his school to add to his spell book. No roll for learning the spell need be made.

When a specialist wizard attempts to create a new spell through research, the spell is treated as if it were one level lower if it falls within the wizard's specialty school.

**Table 1:**

### Philosophy Specialist Requirements

Specialist	Race	Abilities	Opposition School(s)
Abjurer	H	15 Wis	Alteration, Illusion
Conjurer	H, 1/2E	15 Con	Divination, Invoc./Evoc.
Diviner	H, 1/2E, E	16 Wis	Conj./Summ.
Enchanter	H, 1/2E, E	16 Cha	Invoc./Evoc., Necro.
Illusionist	H, G	16 Dex	Necro., Invoc./Evoc., Abjur.
Invoker	H	16 Con	Ench./Charm, Conj./Summ.
Necromancer	H	16 Wis	Illusion, Ench./Charm
Transmuter	H, 1/2E	15 Dex	Abjur., Necro.

H: Human; 1/2E: Half-elf; E: Elf; G: Gnome.

### Specialists in Schools of Philosophy

A wizard specializing in a school of philosophy adheres to the general rules above. Depending on his choice of school, the specialist will have anywhere from one to three opposition schools. Each specialty has different race and ability score requirements, reflecting the unique nature of each field of study. See Table 1: Philosophy Specialist Requirements.

*In The Complete Wizard's Handbook*, each specialist received several additional abilities related to his chosen field at high levels. These abilities have been reworked, and specialists now receive them much earlier in their careers. They are optional; if the DM decides that they aren't appropriate, the additional powers are unavailable for PC specialist wizards.

**Abjurer:** The abjurer specializes in the school of abjuration, commanding magical energies that provide various forms of protection to himself and his companions. A wizard must have strength of will to master this school of magic, so a high Wisdom score (Wisdom/Willpower, if *Player's Option: Skills & Powers* is available) is a requirement for an abjurer. The abjurer cannot learn spells from the schools of alteration or illusion.

Abjurers enjoy the normal benefits and hindrances of specialist wizards. In

addition, at 8th level the abjurer gains a +1 bonus to saving throws vs. paralyzation, poison, and death magic. At 11th level an abjurer's base Armor Class improves by 1 point due to his command of protective magic, and at 14th level the abjurer gains immunity to all forms of *hold* spells.

Abjurers have few spells that can directly inflict damage, but their protective enchantments can help them protect their comrades from harm in battle. They are also extremely effective against enemy spellcasters and creatures of extraplanar or unusual origins.

**Conjurer:** Specializing in spells of conjuration and summoning, the conjurer has access to some of the most useful spells in the game. Conjurations are some of the most physically demanding spells, and a wizard must have a Constitution (or Constitution/Health) score of at least 15 in order to be a conjurer.

Conjuration/summoning is opposed by divination and invocation/evocation.

All the normal benefits and hindrances of specialist wizards apply to conjurers. In addition, at 11th level a conjurer gains the ability to cast conjuration and summoning spells without any material components. At 14th level, the conjurer gains the power to instantly dispel creatures conjured by an opponent who has used *monster summoning* or an equivalent spell. The conjurer can dispel up to 10 HD worth of creatures with this ability simply by pointing at the target and concentrating one round. Only creatures with 5 HD or less are affected, so a conjurer could dispel three 3 HD creatures, two 5 HD creatures, or any combination that does not exceed 10 HD. The conjurer may use this ability up to three times per day.

The conjurer's spells can be very potent in combat, especially if used to multiply the party's numbers through the summoning of allies.

**Diviner:** It's unusual for a player character to choose this specialty, but NPC diviners are fairly common. Diviners concentrate on spells that reveal or relay information, and information can be a weapon far more dangerous than the sharpest sword. Divination requires patience and insight; a wizard must have a Wisdom (Wisdom/Intuition) of 16 or better to be a diviner. Divination is opposed by conjuration/summoning.

Diviners have the normal strengths and weaknesses of specialty wizards. In addition, at 11th level the diviner gains the ability to use *find traps* (a 2nd-level priest spell) up to three times per day by pointing in a specific direction and concentrating one round. At 14th level, the diviner becomes immune to all forms of scrying spells such as *ESP*, *know alignment*, or *clairaudience*; characters trying to use these divinations against the diviner simply get no response at all.

A diviner is very limited in his combat ability and must rely on spells outside his school for anything resembling a damaging attack. However, a diviner in a PC party can be surprisingly effective by providing advice and information. With a diviner around, a party can look for ways to strike at an enemy's weakest points and to maximize its efficiency in battle.

**Enchanter:** The enchanter's specialty lies in controlling or influencing his targets with his spells. The school of enchantment/charm also includes a number of spells that imbue nonliving items with magical powers. Because the greater part of their spell selection involves influencing other people, enchanters must have a Charisma (Charisma/Appearance, under *Skills & Powers* rules) score of 16 or higher. Enchantment/charm is

opposed by invocation/ evocation and necromancy.

Enchanters have the usual benefits and restrictions of a specialist wizard. In addition, when an enchanter reaches 11th level, he gains the ability to cast a special *free action* spell once per day on himself or any creature he touches. The casting time is only 1, and no material components are required; the spell duplicates the effects of the 4th-level priest spell *free action* and lasts for one hour. At 14th level, the enchanter acquires immunity to all forms of the *charm* spell.

While the enchanter's spells are not spectacular in effect, they are also among the subtlest of spells. In many cases, turning an enemy into an ally is far more effective and desirable than simply incinerating him, and enchanters excel at mind-affecting magic. Careful interrogation of *charmed* enemies can also provide a wealth of useful information for the enchanter.

**Illusionist:** Masters of deceit and trickery, illusionists have access to a variety of powerful spells that can be far more dangerous than simple attack spells. Illusionists must have a minimum Dexterity (Dexterity/Aim) score of 16 to perform the intricate gestures and patterns required by spells of their school. The school of illusion/phantasm is opposed by necromancy, invocation/evocation, and abjuration.

Illusionists gain the normal benefits of specialist wizards. When an illusionist reaches 8th level, he gains an additional +1 bonus to his saving throws against illusion spells cast by nonillusionists. (This is cumulative with his normal +1 bonus, for a total of +2). At 11th level, the illusionist gains the ability to cast a special *dispel phantasmal force* or *dispel improved phantasmal force* up to three times per day. The base chance of success is 50%,  $\pm 5\%$  per level difference between the illusionist and the caster of the phantasmal force; for example, if a 16th-level illusionist is attempting to dispel an illusion cast by a 9th-level wizard, his chance of success is 85%. The dispel has a range of 30 yards and a casting time of 1; the illusionist need only point at the illusion and concentrate. If the illusionist attempts to dispel something that turns out to be real, the attempt still counts against his limit of three dispels per day.

An illusionist can be extremely effective in combat despite his lack of high-powered damaging spells, especially if he concentrates on creating distractions and false opponents for his enemies. Every sword swing directed at an illusion is one less that's aimed at the illusionist and his companions. Illusionists should always seek creative and unusual uses for their spells; of all the specialist wizards, they require the most player originality to be run effectively.

**Invoker:** The invoker is the direct antithesis to the illusionist. Where the illusionist deals in subtleties and suggestion, the invoker deals in naked force, summoning and controlling massive energies. The invoker requires a Constitution (Constitution/Fitness) score of 16 or better to withstand the physical stress of this specialty. The school of invocation is opposed by enchantment/charm and conjuration/summoning.

In addition to the normal advantages and disadvantages of specialization, the invoker gains an additional +1 bonus to saving throws vs. invocation/evocation spells when he reaches 8th level, for a total of +2. At 11th level, this increases to +3. (These bonuses also apply to magical items that simulate invocation spells, such as a wand of fire.) At 14th level, the invoker acquires immunity to one invocation or evocation spell of 3rd level or lower of his choice; however, this immunity does *not* extend to similar

magical items or breath weapons.

The invoker is a valuable asset to the party on the battlefield, where his spectacular spells can decimate hordes of low-level monsters or severely injure tougher opponents. Unfortunately, fear of the invoker's firepower leads many opponents to attack the wizard in the hope of disabling him before he can blast them to ashes.

**Necromancer:** Students of this school delve into forbidden lore and dark secrets in their quest to understand and control the forces of life and death. A character must be extraordinarily strong of will in order to succeed at these studies—a wizard must have a Wisdom (Wisdom/Willpower) of 16 or higher in order to choose necromancy as his specialty. Necromancy is opposed by illusion and enchantment/charm.

Necromancers gain the standard benefits for being specialist wizards. At 8th level, his saving throw bonus versus necromancy spells increases to a total of +2. At 11th level, the necromancer gains a special *speak with dead* spell-like ability that requires no verbal or material components; the wizard need only point at the deceased person and concentrate for one round. This spell functions like the 3rd-level priest *spell speak with dead*, except that the necromancer may converse for up to one turn and ask four questions of the spirit. At 14th level, the necromancer gains a partial resistance to the special effects of undead attacks; although he still suffers the normal damage of any such attack, he gains a +2 to saving throws against strength drain, paralyzation, and other effects. He may attempt a saving throw vs. death magic with a –4 penalty to avoid the effects of any attack that normally does not allow a save, such as a wight or wraith's energy drain.

The necromancer commands a variety of powerful spells, but these are not generally as useful on the battlefield as the invoker's powers. The necromancer's best strategy is to concentrate on one important enemy at a time, using the nefarious spells of this school to disable the enemy's leaders and champions. Necromancers can also be very useful in dealing with undead of all sorts.

**Transmuter:** The most versatile of the specialist wizards is the transmuter, specializing in the school of alteration. The school of alteration is the largest of the schools of philosophy, giving the transmuter access to a variety of powers and abilities. In order to master the complicated somatic gestures of this school, a wizard must have a Dexterity (Dexterity/Aim) of 15 or higher to become a transmuter. The school of alteration is opposed by the schools of necromancy and abjuration.

Transmuters have the normal benefits and restrictions of specialist wizards. In addition, they gain an additional +1 bonus to their saving throws versus alteration spells and related magical effects (such as a *wand of polymorph*) when they reach 8th level, for a total of +2. At 11th level, this increases to +3.

Transmuters command a number of useful spells. Their offensive and defensive capabilities are quite formidable, and they also have access to spells such as *haste* or *strength* that can drastically enhance the whole party's fighting power. Despite their skill in battle, transmuters are at their best when overcoming obstacles; there is a great range of generally useful alteration spells such as *passwall* and *fly* which may make it possible for transmuters to avoid fights altogether.

## Table 2:

## Effect Specialist Requirements

Specialist	Race	Abilities	Opposition School(s)
Elementalist	H	Standard	Special
Dimensionalist	H, 1/2E	Int 16	Ench./Charm, Necro.
Force Mage	H, 1/2E	Int 12, Con 15	Alteration, Divination
Mentalist	H	Int 15, Wis 16	Invoc./Evoc., Necro.
Shadow Mage	H	Int 15, Wis 16	Invoc./Evoc., Abjuration

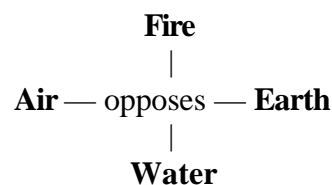
H: Human; 1/2E: Half-elf

## Specialists in Schools of Effect

The schools of effect are organized along different lines than the schools of philosophy. This alternate approach to magic and specialization means that elementalists and other effect specialists don't necessarily enjoy the same benefits and penalties of philosophical specialists. These exceptions are explained below in the descriptions of the individual specialist wizards.

Just like the schools of philosophy, specialization in a school of effect generally requires a wizard to meet higher ability score criteria than that required of a basic mage (see Table 2: Effect Specialist Requirements).

**Elementalist:** First introduced in the *Tome of Magic*, elementalists are wizards who specialize in spells dealing with one of the four elements—air, earth, fire, or water. Elementalists ignore the “normal” structure of the philosophical school. Instead, all spells are designated as either *elemental* spells or *nonelemental* spells. Furthermore, elemental spells are divided into spells of each of the four elements. An elementalist is barred from casting spells of the element that opposes his particular specialty; fire mages cannot cast water spells, air mages can't use earth spells, and vice versa. (Refer to Appendix 3 for a list of wizard spells by school.)



Elementalists enjoy most of the standard benefits and restrictions of specialist wizards, but there are some minor differences. They gain the benefit of memorizing an extra spell of each level, as long as it is taken from their preferred element. An elementalist gains a +2 bonus to saving throws against spells of his particular specialty (fire for fire mages, etc.) and inflicts a –2 penalty to his opponents' saves when casting spells of his specialty. Elementalists gain a +25% bonus to learn spells of their specialty, and a +15% bonus for other elemental spells that don't actually oppose their specialty. For example, a fire mage has a +25% bonus to learn fire spells, and a +15% bonus to learn air and earth spells; he can't learn water spells at all. Elementalists suffer a –25% penalty to learn all other nonelemental spells. Last but not least, elementalists research



spells of their specialty as if the spells were one level lower than their actual level.

Note that elementalists do *not* automatically add a spell to their spell book when they gain a level, as other specialists do. However, an elemental specialist has the ability to cast one memorized spell of his specialty per day as if he were 1d4 levels higher. This affects range, duration, area of effect, and damage. When an elemental reaches 11th level, he does not need to concentrate to control an elemental of his specialty that was summoned through *conjure elemental*. At 14th level, there is no chance for a summoned elemental to turn on the elemental.

While the elemental schools tend to be small, the elementalists' abilities generally exceed those of normal specialists. Elemental wizards of earth and fire have a potent range of attack spells and can equal the firepower of an invoker. Wizards of air and water tend to have fewer damaging spells, but have access to better travel and support powers.

Elementalists can be used to portray magicians of unusual cultures or origin. After all, the standard philosophical arrangement of schools implies a scholarly, Western approach to magic, but not every culture or nation may have the same beliefs or practices regarding sorcery. Many elementalists are much closer to nature, or more attuned to their surroundings, than philosophical specialists.

**Dimensionalist:** This uncommon specialist is a student of magic that relies on the manipulation of space, time, and dimension. The dimensionalist is familiar with all kinds of extradimensional pockets, planes, and sources of power. While other wizards can make use of these dimensions, the dimensionalist has a much clearer understanding of what he is doing and why when he casts spells of this school. Non-Euclidean geometry and planar relationships are difficult material, even for a wizard; a character must have an Intelligence (Intelligence/Reason in the *Skills & Powers* rules) of 16 or better to grasp the more esoteric concepts required to master this kind of magic.

The school of dimensional magic is listed in Appendix 3 of this book. It includes spells such as *rope trick*, *dimension door*, *distance distortion*, and *maze*. Dimensional magic is opposed by the schools of enchantment/charm and necromancy, since these philosophies have nothing to do with extraplanar studies or spells.

The dimensional specialist gains the normal advantages for specialization as described earlier in this chapter; spells belonging to the school of dimensional magic are listed in Appendix 3. At 8th level, the dimensionalist gains the power to *disappear* by stepping into a pocket dimension once per day. While in the pocket dimension, he is detectable only by spells that can discern dimensional openings and is immune to any attack, but he also has no way of knowing what's happening in the place he left until he chooses to step back into the real world. The dimensionalist may remain for up to one hour before he is forced to exit and can take any actions he desires (sleeping, reading, drinking a potion, or so on) while inside. Note that the pocket dimension's point of exit is always the exact same place the dimensionalist entered the dimension. Also, no spells that would allow the dimensionalist to leave the pocket without first reentering the real world can function in the extradimensional place, including *teleport*, *dimension door*, *shadow walk*, and similar enchantments. At 11th level, the dimensionalist may bring one other human-sized creature or an object weighing less than 500 pounds with him; at 14th level, he may bring up to five companions or an object weighing 1,500 pounds.

The dimensionalist is a very unusual wizard, with access to some of the strangest spells in the game. A high-level dimensionalist can be a confounding opponent, calling

on rarely seen powers to trap or misdirect his enemies. Dimensionalists have few attack spells, but excel in avoiding trouble or circumventing obstacles.

**Force Mage:** Some of the most powerful spells available to a wizard consist of *force*—cohesive magical energy that can be shaped into fields, walls, or blades. Force is energy that simulates solid matter; it is impervious to normal matter and can be used to exert physical pressure on creatures or objects. A force mage specializes in spells that conjure and manipulate magical force. Force spells are difficult and taxing to a wizard, and a character must have an Intelligence of 12 or better and a minimum Constitution of 15 (Intelligence/Knowledge and Constitution/Health) to choose this specialty.

Naturally, the school of force includes *wall of force* and the *Bigby's hand* spells. However, spells such as *magic missile* and *Mordenkainen's sword* also make use of magical force. The schools of alteration and divination oppose the school of force, since these have nothing to do with the summoning or manipulation of magical energy.

Force mages have the usual advantages and disadvantages of specialist wizards. (Refer to Appendix 3 for the complete list of spells belonging to this school.) At 8th level, force mages gain an additional +1 bonus to their saving throws versus force spells or effects, for a total of +2. When a force mage reaches 11th level, he gains the ability to attempt a saving throw for half-effect against any force spell that causes damage, whether or not it allows a save. For example, an 11th-level force mage struck by a *magic missile* spell may attempt to save for half damage, despite the fact that *magic missile* normally allows no saving throw. At 14th level, the force mage's saving throw bonus increases to +3 against magical force.

Force mages are skilled in battle; most of their spells are designed to hinder, incapacitate, or destroy their enemies. However, they do not enjoy a great variety of spells and must get along without access to two of the most useful schools available—divination and alteration.

**Mentalist:** In worlds where psionics are rare or unknown, some wizards take up the study of mind-affecting spells and enchantments. The mentalist is such a character. Although the mentalist is closely related to the enchanter, the mentalist's spells focus more exclusively on the mind. Of course, this is a complicated area of study, and a great understanding of the human psyche is required for success; the wizard must have an Intelligence of 15 and Wisdom of 16 (Intelligence/Knowledge and Wisdom/Intuition) to become a mentalist.

The school of mentalism includes spells such as *ESP*, *domination*, and *suggestion*. It is opposed by the schools of alteration and necromancy; a list of the spells belonging to the school of mentalism appears in Appendix 3.

Mentalists gain the normal benefits and hindrances of a specialist wizard. When a mentalist reaches 8th level, his saving throw bonus against mentalism spells and effects increases to +2. At 11th level, the mentalist gains the ability to *detect charm* or *mental influence* three times per day by pointing at the individual to be examined and concentrating one round. This power resembles the priest spell *detect charm*, but only one creature can be scanned per use. When the mentalist reaches 14th level, he can *dispel charm* or mental influence once per day with a 50% chance of success. This is modified by  $\pm 5\%$  per level/Hit Die difference between the mentalist and the caster of the charm. The mentalist must be within 10 yards of the subject and must concentrate for one round in order to use this power.



The mentalist is a wizard who deals in subtleties and influences. The mentalist is not at his best in open battle against hordes of enemies, but he can be an extraordinarily effective character in investigations or confrontations against single enemies.

**Table 3:**  
**Shadow Mage Target Saving Throw Modifiers**

Lighting Conditions	Modifier
Bright daylight/continual light	+2
Weak daylight/dusk/light	none
Twilight/moonlight/lantern light	−1
Weak moonlight/torch light	−2
Candlelight/starlight	−3
Total darkness	−4

**Shadow Mage:** Shadow mages are students of the power of darkness and twilight. While shadow mages are not necessarily evil, most tend to be grim characters who are at home in the darkness. The school of shadow is built around the thesis that all shadows are actually connected in some mystical way in the Demiplane of Shadow; the shadow mage's repertoire of spells reflects this belief. Shadow mages must be keen-minded individuals; a character must have an Intelligence of 15 and a Wisdom of 16 (Intelligence/Reason and Wisdom/Will) in order to select this specialty. The school of shadow is opposed by the schools of invocation/evocation and abjuration.

The shadow mage follows the normal rules for specialist wizards, with one notable exception: the target's saving throw modifiers are tied to the prevalent lighting conditions, and range from +2 to −4. The shadow mage himself receives no saving throw modifiers versus spells of any kind (see Table 3: Shadow Mage Target Saving Throw Modifiers).

Shadow mages also gain the ability to see in darkness due to their connection with the plane of gloom. At 4th level, the shadow mage sees as well in moonlight as a normal human does by broad daylight, and all darkness-based combat penalties are reduced by 1 point. At 7th level, he can see perfectly by starlight and reduces combat penalties for darkness by 2 points. At 10th level, the shadow mage can see perfectly in total darkness, negating all combat penalties. Note that magical blindness or fog can still impair the wizard's vision.

The shadow mage's spells are both powerful and subtle. Of all the specialist wizards, he makes the best spy or infiltrator, especially by night. While the shadow mage isn't very well-suited for open battle, his spells are perfect for solitary confrontations.

**Table 4:**  
**Thaumaturgical Specialist Requirements**

Specialist	Race	Abilities	Opposition School(s)
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Alchemist	H	Int 15, Dex 14	Illusion, Necromancy
Artificer	H, G	Int 12, Con 15	Necro., Ench./Charm
Geometer	H, E, 1/2E	Int 15, Wis 14	Ench./Charm, Illusion
Song Mage	H, E, 1/2E	Int 14, Cha 15	Necro., Div., Invoc./Evoc.
Wild Mage	H, E, 1/2E	Int 16	none

H: Human; 1/2E: Half-elf; G: Gnome

## Specialists in Schools of Thaumaturgy

While the schools of effect and the schools of philosophy differ in the way in which spells are assigned to the various schools, the schools of thaumaturgy represent an entirely different way of thinking. The thaumaturgical schools discard the normal methods and mechanics of wizard magic to concentrate on new ways of summoning and controlling magical power. In this scheme of magic, spells are organized by method of casting, not effect or method of operation.

Since the schools of thaumaturgy represent a more radical departure from the normal scheme of magic, the benefits and disadvantages of specialization vary from school to school. In addition, the thaumaturgical specialists generally have high ability score requirements, as shown in Table 4: Thaumaturgical Specialist Requirements.

**Alchemist:** This specialist was first presented in *Player's Option: Skills & Powers*. The alchemist's whole work is based on the four classical elements of air, earth, fire, and water. In other words, the alchemist considers gold (for example) to be a combination of earth and fire. Alchemists are the most scientifically-minded wizards, and they experiment constantly in search of knowledge. In order to be an alchemist, a wizard must have an excellent education in the sciences (minimum Intelligence or Intelligence/Knowledge of 15) and a steady hand for experimentation (Dexterity or Dexterity/Aim of 14). The school of alchemy is opposed by the schools of illusion and necromancy; a list of alchemy spells appears in Appendix 3.

The alchemist must maintain a large, well-equipped laboratory. The character is assumed to begin play with a suitable facility in his home town or base of operations, but building and equipping a new laboratory costs at least 1,000 gp per character level, and existing laboratories cost 50 gp per level each month to maintain. An alchemist without a laboratory loses access to the bonus spell provided by specialization and can't conduct research, make potions, or add new spells to his spell book.

Alchemists enjoy the normal benefits of specialization, but have no saving throw modifiers for their own saves or their targets' saves.

At 6th level, the alchemist gains the ability to create potions. This is a special chemical process that doesn't involve magical materials or processes, but it tends to be longer and more tedious than normal potion brewing. First, the character must research the potion's formula, just like conducting spell research; consider the potion's level to be equal to its experience point (XP) value divided by 100. For example, a *potion of clairsaudience* (250 XP) is treated as a 3rd-level spell for this purpose, while a *potion of longevity* (500 XP) is equivalent to a 5th-level spell. It takes two weeks per potion level to research the formula, at a cost of 500 gp per potion level. The alchemist must roll learn spells to find out if he learned the spell before he can be considered successful in his

research. The maximum number of potion formulae he can know is limited by the maximum number of spells per level score that is determined by his Intelligence (see Table 4: Intelligence in the *PHB*). A character with an Intelligence of 15, for example, can know up to 11 potion formulae.

Once a character has successfully researched a potion's formula, he can produce one dose by investing  $3d6 \times 100$  gp in materials and spending one uninterrupted week in his laboratory. Again, he must pass the learn spells check to see if he followed the directions correctly, with a +1% bonus per character level. While the alchemist doesn't have to adventure to acquire rare or unusual materials for potions, he may still have to take time to make arrangements for special requirements, such as the delivery of unusual chemicals or glassware.

*Bordun the Chemist wishes to create a potion of fire resistance, since his thief friend wants to pilfer a dragon's hoard. The potion has an XP value of 250, so it must be researched as a 3rd-level spell. This requires 6 weeks, and costs a total of 1,500 gp—Bordun's alchemical research is more difficult than normal potion research, but requires no unusual materials. Bordun makes his learn spells check, and his research is productive!*

*Having concluded his research, Bordun sets out to brew a potion of fire resistance from his formula. This takes one week, and costs him  $3d6 \times 100$  gp (the DM rolls a 15, for 1,500 gp—ouch!) He must attempt a second learn spells check to execute the formula correctly, with a +7% bonus (he's a 7th-level wizard), and he succeeds again. Bordun now has one potion of fire resistance and can brew more without conducting his research all over again.*

The alchemist has access to a small number of attack and defense spells, but he excels in enchantments that alter or analyze materials. Note that the spells of the school of alchemy are considered to have no verbal component when cast by an alchemist, since they consist of combinations of reagents prepared by the wizard—an alchemist has little to fear from a *silence 15' radius* spell.

**Artificer:** The school of artifice is composed of spells that store or channel magical energy through items carried by the wizard. In effect, the artificer is a wizard who creates temporary magical items for his own use. The advantages of this thaumaturgical method lie in the wizard's ability to increase his spell power by carrying extra spells in various magical items and to unleash powerful enchantments with a single command word. A wizard must have an Intelligence (Intelligence/Knowledge) of 12 and a Constitution of 15 (Constitution/Health) in order to choose this specialty. The school of artifice is opposed by the school of necromancy and those spells in the school of enchantment/charm which affect living beings.

Like the alchemist, the artificer must maintain a well-equipped laboratory and workshop. A 1st-level artificer begins play with a suitable facility in his base of operations. Building a new laboratory costs at least 1,000 gp per character level, and existing laboratories cost 50 gp per level to maintain each month. An artificer without a laboratory loses access to the bonus spell provided by specialization, and can't conduct research, make magical items, or add new spells to his spell book.

Artificers have the normal benefits and restrictions of specialist wizards, but have

no saving throw modifiers and impose no saving throw penalties on the targets of their spells. At 4th level, the artificer gains the ability to *store spells* in prepared items, saving his memorization slots for other spells. Once placed in an item, a stored spell may be indefinitely retained for ready casting. The spell to be stored must be one which the wizard knows and can cast; at any given time, a wizard may have no more total spell levels stored than his own character level, so a 5th-level artificer could store up to five levels of spells.

Preparing an item to receive one stored spell requires one uninterrupted week of work, and the actual process of casting the spell into the item requires one day and 500 gp per level of the spell. The item must be of the finest workmanship, worth at least 100 gp; after the spell it holds has been discharged, the artificer can re-enchant it. Only the artificer may release the stored spell, with a casting time of 1; in all other respects the spell is treated as if the artificer had cast it normally. Also, an item can only contain one spell at a time. Any attempt to cast another spell into the item will simply replace the current spell. In effect, this ability allows the artificer to create one-shot magical items such as a ring enchanted with *feather fall* or a cloak prepared with *protection from normal missiles*.

At 7th level, the artificer may *create a temporary magical item*. Any magical item in the DMG not specifically restricted to nonwizards is allowed, but the item will function only for the artificer. This is a special ability unrelated to the *enchant an item* spell. First, the artificer must successfully research the item creation process, taking one week per 500 XP value of the item and spending at least 100 gp per week. This time is halved if the artificer has a sample of the item to copy or if he succeeds in a *contact other plane*, *legend lore*, or other research spell. The artificer must pass a learn spells check to succeed and may never know the processes for more magical items than his maximum number of spells per level. Actually building and enchanting the item requires half the research time and  $2d6 \times 100$  gp, plus the cost of the item itself. Fine materials must be used, but rare and exotic materials and processes aren't necessary for temporary items (see Chapter 7). After completing the work, the artificer must pass another learn spells check to successfully enchant the temporary item.

A temporary item lasts 1d6 days, plus one day per level of the artificer. Once the enchantment fades, the item can be re-enchanting with one uninterrupted week of work, the expenditure of  $2d6 \times 100$  gp, and another learn spells check. If the temporary item normally possesses charges, the artificer automatically places one charge per level into the item when creating it.

*Selthos the wizard desires a carpet of flying, since he wishes to investigate an old tower perched high on an inaccessible peak. Looking up the carpet's XP value (7,500 XP), the player realizes that it will take 15 weeks just to research the item! Selthos decides that a carpet of flying is too formidable a challenge and searches for a cheaper alternative. Investigating his alternatives, he decides that a cloak of the bat (1,500 XP) is a much more palatable option.*

*Selthos begins his research, working for three weeks and spending a total of 1,000 gp (an arbitrary amount set by the DM; he would have had to spend at least 300 gp, or 100 per week). Fortunately, he succeeds in the learn spells check, and his research is successful—from now on, Selthos can produce a cloak of the bat anytime he desires,*

*without repeating the research.*

*Actually making the cloak requires one week and four days (half the research time) and 2d6 x 100 gp, plus the cost of the cloak. The DM decides that a suitable cloak costs 100 gp (the minimum allowed, but it's only an article of clothing), and rolls 700 gp for the cost of the enchantment. Again, Selthos succeeds in a learn spells check, so he now possesses a cloak of the bat that will last for 1d6 days, plus one day per level. With some urgency, he sets off at once to investigate the tower before his enchantment fades!*

*Several months later, Selthos decides that he needs his cloak again. He can re-enchant the cloak with one week of work, another 2d6 x 100 gp, and a learn spells check.*

Artificers may create permanent magical items using the normal magical item creation rules and the *enchant an item* spell when they reach the appropriate levels. (If an artificer creates a true magical item he once made a temporary version of, his research time and expense is reduced to its minimum value—see Chapter 7.) Artificers gain a +10% bonus to their chance to successfully enchant items.

In addition, artificers have a 20% chance at 1st level to identify the general purpose and function of any magical item simply by examining it for one full turn. This is similar to the bard's ability, but is based on the artificer's ability to analyze the construction and enchantments on the item, not the item's historical significance. This chance increases by 5% per level, so a 5th-level artificer can identify items with a 40% chance of success.

While artificers are fairly weak at first, once they reach middle levels they can quickly become some of the most useful and powerful wizards in the game. The DM should always consider the artificer's proposed item research and construction very carefully; any item that the DM feels is too powerful or out-of-character can be disallowed. In particular, items with *absorption* or *negation* powers should be considered very carefully—these can be very unbalancing in a game.

**Geometer:** Like the alchemist, the geometer was introduced in *Player's Option: Skills & Powers*. Geometers seek to control magical forces by creating symbols and diagrams of mystical significance. The tools of the geometer's trade range from runes drawn on paper or carved in stone to free-floating constructs of energy woven by the somatic gestures of a spell. Naturally, geometers excel in the casting of any spell that involves the drawing of a rune, mark, or diagram. In order to choose this specialty, a wizard must have an Intelligence (Intelligence/Reason) of 15 or better and a Wisdom (Wisdom/Intuition) of 14 or higher. The spells used by the school of geometry are described in Appendix 3 of this book.

Geometers gain the usual advantages for specialization, but like the alchemist, they gain no modifiers to their saving throws and inflict no saving throw penalties on their targets. Beginning at 4th level, a geometer may create scrolls by committing a spell he knows to paper. He can cast the spell from the scroll at some later time simply by reading the scroll, which requires one full round; once read, the scroll is consumed and the spell expended. The geometer may not have more than one spell-scroll per character level prepared at any given time, so a 6th-level geometer may have as many as six scrolls ready.

Transcribing a spell to a scroll requires one full day per spell level; a 5th-level spell requires five days of uninterrupted work. The materials cost 100 gp per spell level,

and the wizard needs a suitable laboratory or library to work in. Only spells of the school of geometry can be transcribed to scrolls, but a geometer can engage in spell research to find a diagram for spells outside the school of geometry. In any event, a geometer must succeed in a learn spells check to see if he is successful in scribing the scroll.

Geometers may also attempt to create various forms of *protection* scrolls, beginning at 7th level. The geometer must first research the scroll's diagram through normal spell research. To figure out how much time and money should be spent on researching a particular *protection* scroll, take a look at its experience point value. Basically, a scroll's effective spell level is determined by dividing the experience point value by 500 and then adding 2 (i.e.,  $\text{Level} = \text{XP}/500 + 2$ ). For example, if a scroll is worth 500 XP, it is considered a 3rd-level spell (500 divided by 500 equals 1; 1 plus 2 equals 3). The research time is two weeks per effective level, at a cost of 1,000 gp per level; the geometer must pass a learn spells check to successfully research the diagram. Once the geometer knows the diagram, he can produce one scroll by investing in  $3d6 \times 100$  gp worth of materials and spending one uninterrupted week working in his laboratory. Again, a learn spells check applies to see if he executed the diagram correctly.

*Bordun's rival Teriaz also wishes to pilfer the dragon's hoard, but he's decided to provide his agent with a scroll of protection from dragon breath. This is worth 2,000 XP, so it's the equivalent of a 6th-level spell. It will take Teriaz twelve weeks to research the scroll and costs him 6,000 gold pieces. After passing his initial learn spells check and succeeding in his research, Teriaz can produce the scroll with one week of work and an additional 600 gp (the DM's roll of  $3d6 \times 100$  gp) if he succeeds in the final learn spells check. While the dragon's hoard has suffered at the hands of the alchemist's accomplice, Teriaz's champion succeeds in slaying the beast and claiming the rest of the hoard.*

The geometer's spells tend to be defensive in nature, since many spells in the school involve drawing or scribing boundaries of some kind. Spells of the school of geometry are considered to have no verbal component. The school of geometry is opposed by the schools of enchantment/charm and illusion.

**Song Mage:** The school of song relies on the wizard's skill at weaving melody, lyrics, and rhythm to create enchantments of great power. Elves and bards have tapped into this source of magic for centuries, but now more wizards are investigating the intriguing possibilities of this school. While a song mage does not require proficiency in singing or musical instruments, most song mages are also virtuoso vocalists—the subtleties of pitch and expression are critically important in casting a spell in this fashion. Song mages require an Intelligence (Intelligence/Knowledge) of 14, reflecting their musical studies, and a Charisma (Charisma/Appearance) of 15.

Song mages enjoy the standard benefits and penalties for specializing in a school of magic. (Spells belonging to the school of song are listed in Appendix 3.) The normal saving throw modifiers apply, but note that the song mage may apply his saving throw bonus to magical song or sound attacks such as a sphinx's roar or banshee's wail in addition to song spells. At 8th level, song mages gain the ability to enhance the effectiveness of any musical or sound-based magical item by 50%; a song mage wielding *drums of panic* increases the area of affect from 120-foot radius to a radius of 180 feet. If the magical item proves to be cursed, its effect is lessened by 50% (if possible). At 11th



level, the song mage gains the ability to *counter* magical song or sound attacks once per day, negating the effects of the attack in a 10-foot radius centered on the mage. This allows the song mage to protect those nearby from a harpy's song, a sphinx's roar, or a *shout* spell. The mage must stand still or walk slowly and sing for at least one full round to negate the effect, and may continue singing for up to one full turn per level to defeat pervasive or persistent attacks.

All spells in the school of song are considered to have neither somatic nor material components when cast by a song mage—while song mages are extremely vulnerable to a *silence* spell, they are also capable of casting spells while securely bound or stripped of all their possessions. The school of song is opposed by the schools of necromancy, divination, and invocation/evocation.

The song mage commands a variety of useful spells that are effective both in attack and defense. While he has few spells that can directly damage an enemy, he is very good at influencing or hindering opponents with his magic, especially at higher levels.

**Wild Mage:** The concept of wild magic was introduced in the *Tome of Magic*. Wild magic is a new theory of magic that emphasizes study of the forces of randomness; a wild mage never knows exactly what's going to happen when he casts a spell. While there isn't enough space here to reprint all of the wild magic rules and tables, this briefly sums up the specialist so that readers who don't have access to the *Tome of Magic* can make use of this material.

Since wild magic is a new field of study, and a difficult one at that, a wizard must have an Intelligence (or Intelligence/Reason) score of 16 or better to specialize in this field. Wild magic has no opposition school—wild mages can freely learn any wizard spell they choose, and they're also the only wizards who can learn spells of the school of wild magic. Like other specialists, they gain the bonus memorized spell at each level. They have no saving throw adjustments for their own saves or their targets' saves. Wild mages receive a bonus of +10% when learning new wild magic spells, and a penalty of –5% when learning magic spells from other schools. When a wild mage researches a new wild magic spell, the spell is treated as if it were one level lower.

Wild mages have a special ability to control certain magical items that normally behave randomly for other characters. A wild mage has a 50% chance to control one of the following items, selecting the result of his choice: the *amulet of the planes*, *bag of beans*, *bag of tricks*, *deck of illusions*, *deck of many things*, and the *well of many worlds*. The *wand of wonder* is a special case; if the wild mage successfully controls the wand, he may use charges from the wand to cast any spell he already knows, whether or not he has the spell memorized. The number of charges expended equals the level of the spell chosen; if the mage fails his roll, he simply expends one charge from the wand and rolls for a random result.

Every time a wild mage casts a spell, the effective casting level may vary. While the level variation rules are explained in detail in the *Tome of Magic*, here's a quick and simple method for determining the variation. When the wild mage casts a spell, roll 1d20: on a roll of 6 or less, the caster's effective level drops by 1d3 levels; on a 15 or better, it increases by 1d3 levels; and on a roll of 10, the spell results in a wild surge. Note that the level variation can't exceed the caster's level, so a 2nd-level wizard can't vary by more than two levels either way. Level variation affects all level-based aspects of a spell, including damage, duration, range, opponent's saving throws, and other such factors.

*Kelmaran, a 5th-level wild mage, casts a fireball spell at a band of orcs. He rolls 1d20 and comes up with a 1, so his effective level will be reduced by 1d3 levels. Rolling 1d3, he is relieved to see that he only loses 1 level, so his fireball does 4 dice of damage instead of 5 and may suffer a small reduction in range. With a lucky roll, Kelmaran's spell could have done as much damage as an 8th-level wizard's fireball.*

Wild surges are strange manifestations of the randomness of wild magic. A complete table for wild surges appears in the *Tome of Magic*, but if a copy of this book isn't available, use the random chart for the *wand of wonder*, in the magical item descriptions of the *DMG*. Note that a number of wild magic spells appear in the *Tome of Magic* and the *Wizard Spell Compendium*—if you're really interested in playing a wild mage character, you should obtain a copy of one or both of those accessories.

**Customized Wizard Characters** While there is a broad selection of specialist wizards to choose from in this book, some players may want to create more unique characters. *Player's Option: Skills & Powers* introduced the concept of point-based character design; this section now expands that material for wizards. Dozens of new powers, abilities, and restrictions are described here, allowing the creation of almost any kind of magic-using character imaginable.

If you want to use the material here in conjunction with *Skills & Powers*, this section takes the place of the character class design rules. In addition to the initial allotment of 40 character points assigned to a character in this chapter, a player may also choose to spend points left over from the race design chapter and save points in this step for proficiency selections. Note that there is no restriction on how a character spends his points in this system.

As always, the DM has the final word on whether or not a particular character is appropriate for his campaign. If the DM doesn't like the way a character is put together, he can have the player try again.

## Using the Wizard Character Design Rules

In case you aren't familiar with point-based character design, here's how it works: You get to decide which class abilities and which hindrances your character will have during his adventuring career. For example, if you want your wizard character to have the hit points and fighting ability of a priest, you can select the appropriate abilities to do so—but chances are good that your character will have to make serious sacrifices elsewhere in order to get this advantage.

When you custom-design a wizard, your character begins with 40 character points. Each ability you select for your character costs character points, but you can gain extra points by choosing limitations. Unless you spend points on special powers or select special limitations, your wizard character uses a four-sided Hit Die, uses the wizard's THAC0 and saving throw charts, gains the ability to cast wizard spells as noted in the *PHB* on Table 21: Wizard Spell Progression, may use any magical item normally usable by wizards, may not wear armor, and is limited to the following weapons: dagger, dart, knife, sling, or staff. Note that your customized wizard character must spend points to gain schools from which he can cast spells.



Under these rules, you are under no obligation to build your character as a mage or a specialist wizard. Your character's powers and spell schools will be determined entirely by your choices here. However, for your convenience you may want to use these basic wizard classes as starting points. *If you decide to begin the customizing process with a mage or specialist wizard, your character receives no character points to choose new or optional abilities.* Since the mage or any specialist wizard is already a complete character class, the only way to add new powers is to compensate for them by selecting new limitations for a net point cost of zero.

**The School of Universal Magic:** All wizards have full access to this school at a cost of zero character points. This school contains spells basic to any wizard's studies.

## Optional Abilities

A customized wizard is built from a slate of optional abilities, ranging from schools he may cast spells from to game mechanics such as THAC0 improvement rate, Hit Die size, and weapons and armor allowed. The available abilities are listed below.

**Delayed Acquisition of Abilities:** A character can reduce the cost of a special ability by choosing to delay it to a higher level. For example, a character may select the ability of reduced casting time, but then delay the acquisition of the ability to 4th or 5th level. An ability that is not acquired until 3rd level is 1 point cheaper than the listed cost; an ability delayed to 5th level is 2 points cheaper; an ability delayed to 7th level is 3 points cheaper; an ability delayed to 9th level is 4 points cheaper than listed; and an ability delayed to 11th level is 5 points cheaper than normal. No ability can be reduced to zero or less points—everything costs at least one character point, no matter how long the wizard waits for the power.

**Access to schools (5+):** A customized wizard pays 5 character points (CPs) for each school he may learn and cast spells from. A standard mage would pay 40 CPs to gain access to the eight schools of philosophy: abjuration, alteration, conjuration/summoning, divination, enchantment/charm, illusion, invocation/evocation, and necromancy. Customized wizards may choose to have access to thaumaturgical schools or schools of effect if they wish.

**Armor (5/10/15):** With this ability, a wizard may ignore the normal restriction against using armor. As a 5-point ability, the wizard may wear padded armor; for 10 points, the wizard may wear leather, studded leather, hide, or brigandine armor; and for 15 points, the wizard may wear any armor he chooses. Note that a wizard may not use any kind of shield.

**Automatic spell acquisition (2/5):** The wizard may add a new spell of his choice to his spell book every time he gains a level, without having to pass a learn spells check. The wizard need not have a copy of the spell but must have seen the spell used at least once. As a 2-point ability, the wizard can acquire spells from one school only; as a 5-point ability, he can choose from any school he has access to. The wizard must be able to cast the spell he chooses.

**Bonus spells (10/15):** A wizard with this ability increases the number of spells of each level that he can memorize by one. For example, a 1st-level wizard may memorize two 1st-level spells instead of just one. For 10 points, the wizard may select spells of one school as bonus spells; for 15 points, the bonus spell can be any spell the wizard can cast.

**Casting time reduction (2/5):** Spells cast by the wizard are unusually swift and have a casting time of 1 less than normal. For 2 points, the wizard may accelerate spells of only one school. For 5 points, all spells are faster.

**Combat bonus (8/10):** A wizard with this class ability is much better in combat than normal. For eight CPs, the wizard's THAC0 advances as if he were a rogue of equal level. For 10 CPs, the wizard's THAC0 advances as a priest's.

**Constitution adjustment (5):** The wizard may use the Constitution-based hit point bonus of warriors, gaining +3 or +4 hp per Hit Die with a Constitution of 17 or 18 instead of the normal maximum of +2 hp per die.

**Detect magic (10):** A wizard with this power may use detect magic once per day per two levels (twice a day at 3rd level, three times at 5th, and so on). The wizard doesn't need to memorize the spell, but in all other respects the power operates as if it were actually cast by the wizard.

**Dispel (10/15):** This power allows a wizard to dispel one kind of effect or spell once per day, or three times per day for 15 CPs. The range of this power is 30 yards, and it requires nothing more than one round of concentration. The base chance of success is 50%,  $\pm 5\%$  for each level difference between the dispeller and the creator of the effect to be dispelled. The type of effect that may be dispelled must be a group of linked spells in the same school; for example, *charm* spells, *polymorph* spells, or *shadow magic* and *monsters* are all good examples.

**Enhanced casting level (10):** A wizard with this ability may cast spells of one school as if he were 1d4 levels higher than his actual level (roll each time used). All level-based effects of the spell are altered, including damage, range, duration, and area of effect. This power may only be invoked once per day.

**Extended spell duration (10/15):** Noninstantaneous spells cast by the wizard last an additional time unit (round, hour, day, etc.) per two levels. The exact time unit depends on the normal duration of the spell—if the duration is noted in hours, a 5th-level wizard's bonus would be an extra three hours. As a 10-point power, extended duration applies to spells of one school. For 15 points, it applies to all spells cast by the wizard.

**Followers (10):** Normally, wizards do not attract loyal followers at high levels like other characters do. A wizard who selects this ability automatically attracts 20 to 200 0-level men-at-arms at 8th level if he establishes a castle, keep, tower, or other place of strength. In addition, 1d6 low-level wizards (1st to 3rd level) will also appear and request permission to study beneath the PC wizard. These loyal apprentices can undertake minor errands or research on the wizard's behalf, as long as they are treated well.

**Immunity (10+):** A wizard with this power gains complete immunity to one particular spell, at a cost of 10 CPs plus 1 CP per spell level. The wizard ignores the effects of the spell and cannot be directly damaged or harmed by the spell, although he could be *indirectly* harmed—a wizard immune to *charm person* could be beaten senseless by a charmed fighter, for example. The character may gain immunity to a group of related spells by spending CPs to become immune to the highest-level spell in that group, so a wizard who wanted immunity to all charms would spend 18 CPs for immunity to *mass charm*—*charm person* and *charm monster* are included with immunity to *mass charm*. The DM may disallow any immunity that he feels is too powerful.

**Improved Hit Die (10/20):** For 10 character points, the wizard uses a d6 for a Hit Die instead of a d4. For 20 points, the wizard uses a d8.

**Learning bonus (5/7+):** The wizard gains a +15% bonus to his chance to learn spells of one school; for seven points, this increases to +25%. The wizard may apply the bonus to learning spells of all schools by doubling the point cost.

**No components (5/8):** With this talent, a wizard may designate one spell of each level as a spell that requires no material components. For 5 points, the wizard may select spells of one school only; for 8 points, the wizard may select spells from any school. The wizard may not choose spells from the schools of alchemy or artifice for this advantage.

**Persistent spell effect (15 +2/spell level):** The wizard may select one spell that he knows (and can cast) to have a persistent, permanent effect. He must give up one spell slot of the appropriate level, so a wizard who wants to have *ESP* as a persistent power must leave one 2nd-level spell slot empty. Only spells with noninstantaneous, nonspecial durations may be selected as persistent powers, and the spell must be one which affects the caster. By concentrating, the wizard may invoke the power and maintain it for as long as he continues to concentrate. Changing the persistent spell requires a full week of uninterrupted work. If the wizard is struck by a *dispel magic*, the persistent effect fails. First-level spells that are appropriate for persistent effects include: *change self*, *chill touch*, *detect undead*, *feather fall*, *gaze reflection*, *jump*, *protection from evil*, *shield*, *spider climb*, and *ventriloquism*.

**Priestly wizard (10+):** A wizard with this talent may select one minor sphere of access for 10 points or one major sphere for 15 points. The wizard must still use wizard spell slots to memorize these spells; in effect, they're translations or adaptations of priest spells the wizard knows through special training. Priest spells must be learned normally and count against the wizard's maximum number of spells per level.

**Proficiency group crossovers (5+):** Normally, a wizard may select proficiencies from the wizard and general groups, and must pay a penalty in character points or proficiency slots for choosing proficiencies out of these groups. At a cost of 5 CPs each, the wizard may select another character group for a NWP crossover.

**Range increase (5/7+):** All ranged spells from one school known to the wizard have their range increased by 25% for 5 CPs or 50% for 7 CPs. For example, the 1st-level spell *hold person* has a range of 20 yards per level, but with this power the range could increase to 25 or 30 yards per level. The wizard can gain this bonus to all ranged spells regardless of school by doubling the CP cost.

**Read magic (5):** This power allows the wizard to use *read magic* once per day per two levels. The wizard doesn't need to memorize the spell, but in all other respects the power operates as if it were a read magic actually cast by the wizard.

**Research bonus (5+):** When the wizard is performing spell research, spells of one school are treated as if they are one level lower, just like the standard specialist wizard ability. If the wizard doubles the cost to 10, he may apply this bonus to all schools.

**School knowledge (5/8):** This is a standard benefit for a specialist wizard. Due to the wizard's extensive knowledge of one school of magic, he gains a +1 bonus to saving throws versus spells of that school, and inflicts a -1 penalty to the saving throws of his opponents when casting spells of the school. For 8 CPs, the saving throw modifiers increase to +2 and -2, respectively.

**Thief ability (10+):** A wizard with this talent possesses one thief ability of his choice. For every 5 additional points he spends, he may choose another thief ability.

(Note that backstab is included as a thief ability.) The wizard's percentage scores increase as noted in the *DMG* on Table 19: Thief Average Ability Table. Modifiers for race, armor worn, and exceptional Dexterity score all apply.

**Weapon selection (10/15):** For 10 CPs, the wizard may expand his selection of weapons to either the cleric or thief lists (player's choice). For 15 points, the wizard is completely unrestricted in his choice of weapons and may gain proficiency in any weapon he spends a slot to learn.

**Weapon specialization (15):** With this power, the wizard gains the ability to specialize in a weapon. Choosing this ability doesn't confer specialization—it merely makes it available for the wizard, who is still required to spend the necessary CPs or proficiency slots to actually specialize.

## Optional Limitations

Limitations are selected much like abilities. Each limitation carries a CP bonus that counters CPs spent on abilities. If a wizard selects 55 CPs of abilities in the previous section, he must come up with 15 CPs of limitations, since the wizard is normally allowed only 40 CPs worth of abilities.

A "standard" mage or specialist wizard can use limitations to pay for unusual abilities he wouldn't normally have access to. For example, if a wild mage also wanted to be able to move silently (a 10-point ability from the preceding list), he has to find a 10-point limitation to compensate. The following is a list of available limitations:

**Awkward casting method (5):** The wizard's spells must be cast in an extremely obvious fashion, alerting anyone within earshot that the wizard is using magic. The wizard might be surrounded by brilliant dancing motes of light, he might have to shout his vocal component at the top of his lungs, people nearby might feel waves of chilling cold wash over them—however it works, the wizard's spellcasting activity is immediately noticed. Casting spells from ambush is nearly impossible, and casting spells discretely is right out, so a quiet ESP in a tavern will never be available to the wizard.

**Behavior/taboo (2):** The wizard has a strong set of beliefs that require him to act strangely. For example, he may have to dress in certain colors, avoid physical contact with other people, avoid certain foods, and so on. The behavior chosen is well-known by most NPCs as the behavior of a wizard, so it becomes difficult for the wizard to conceal his profession. The wizard's actions may also make it easier for enemies to find or harass him by exploiting his taboos. Most importantly, a wizard who violates his beliefs loses all spells he currently has memorized; he *believes* that he can't cast spells until he behaves in the required manner again.

**Difficult memorization (5):** A wizard with this limitation can study and memorize spells only in very specific circumstances. For example, the wizard must be in his lab to memorize spells, he must be in a temple of the god of magic, or he must perform a rite lasting one full day and using materials worth at least 250 gp per level in order to prepare himself to memorize spells.

**Environmental condition (5+):** The wizard requires certain conditions for spells to be effective; for example, a wizard may only be able to cast spells by day, while in contact with a favored element, or as long as no priests are nearby. The DM should evaluate the proposed restriction to determine if it applies in everyday circumstances (20

points), common situations (15 points), rare circumstances (10 points), or only under very specific conditions (5 points.) For example, the mage who can only cast spells in daylight hours has an everyday restriction—each night, he's almost helpless. Another mage who can't cast spells during the dark of the moon only has a 5-point restriction, since this occurs for only a couple of days each month.

**Hazardous spells (10):** A wizard with this limitation pays the price for his magic. Each time the wizard casts a spell, he must attempt a saving throw vs. breath weapon or suffer 1 point of damage per level of spell. Alternatively, the wizard has a 1% chance per spell level, cumulative, of going insane. The madness lasts 3d4 days, during which the wizard may be catatonic, psychotic, paranoid, or generally disturbed in whatever fashion the DM deems appropriate, before the character can recover and reset the chance of madness to 0% again.

**Learning penalty (5/8):** This is a common restriction of specialist wizards. The wizard may learn spells of one school without penalty; for all other schools, he suffers a –15% penalty to his learn spells roll, or a –25% penalty for 8 CPs.

**Limited magical item use (5+):** A wizard with this restriction cannot use certain magical items. For each category of magical item that is unusable, the wizard gains a 5 CP restriction. The categories are: potions, oils, and scrolls; rings; rods, staves, and wands; and miscellaneous magical items, weapons, and armor. Another way for this restriction to operate is by barring all magical items that simulate spells of a certain school—for example, all items that have invocation/evocation effects, and so on. This is a 5-point restriction for each barred school. Specialist wizards often take this restriction for their opposition schools.

**Reduced hit points (10):** Wizards with this limitation use a d3 for their Hit Die instead of a d4. In addition, the wizard is limited to a Constitution hit point bonus of +1 per die.

**Reduced spell knowledge (7):** The maximum number of spells of each level that the wizard may know is reduced to one-half normal, or 10 if his Intelligence is high enough to allow him to know all the available spells. For example, a wizard with an Intelligence of 16 may know up to 11 spells of each level, but with this limitation he may only know six spells of each level.

**Reduced spell progression (15):** This is the reverse of the bonus spells enjoyed by specialist wizards. A wizard with this restriction can memorize one less spell than normal at each level, so a 1st-level wizard is reduced from one spell in memory to none at all—a serious disadvantage for lower-level characters.

**Slower casting time (2/5):** Spells cast by the wizard are unusually complicated and require more time than normal to cast. All spell casting times increase by 3. For 5 points, the wizard's spells automatically increase to the next greater time unit. This means that spells with casting times of 1 to 9 increase to one full round. Spells with casting times in rounds require a similar number of turns, turns go to hours, and hours go to days.

**Supernatural constraint (5+):** The process by which the wizard gained access to his magical powers transformed him into a supernatural creature with unusual vulnerabilities. Unlike a belief or taboo, these constraints cannot be violated by the wizard by any means. Some examples: the wizard can't cross running water; the wizard can't enter a home or community without an invitation; the wizard can't set foot on



hallowed ground; the wizard automatically becomes lost at crossroads; the wizard leaves footprints that can always be tracked; normal animals are terrified of the wizard and won't let him near; and any number of other such constraints. These constraints can be used by clever enemies to render the wizard powerless or severely restrict his movements. The DM should evaluate the proposed constraint and assign a limitation of 5 to 15 points depending on how often it comes into play and how much it interferes with the character on a daily basis.

**Talisman (8):** The wizard's magical power is inextricably linked with a single object or talisman. He must have this object on his person in order to cast spells. Typically, a talisman might be a crystal, a staff, an amulet, a ring, or some similar item. If the wizard's talisman is destroyed, he can create a new one with 1d4 weeks of work in his laboratory or home base.

**Weapons restriction (3/5):** As a 3-point restriction, the wizard may never have proficiency in any weapon. As a 5-point restriction, the wizard is not allowed to attempt to wield a weapon at all and may never try to injure another creature with a weapon. Doing so renders all spell use impossible for the character for at least one full month.

## Dealing with Game-Breaking Characters

While the customized wizard rules allow players a great deal of flexibility in creating their characters, they also allow a clever player to put together a "super-wizard" by carefully selecting limitations that he thinks will rarely hinder the character. Don't despair; this is a zero-sum character creation system, and for every strength a character must also incorporate a corresponding weakness. Here are a few guidelines for handling high-powered characters:

**DM's Prerogative:** The DM always has the final say on anything in his campaign. If a player insists on building characters that unbalance the game, the DM is within his rights to simply not approve the character or disallow customized character creation in his game.

**Point Limits:** The DM can limit the number of additional powers purchased by a wizard by setting a limit of 60 or 70 points of optional abilities. After the first 40 points, each additional ability must still be paid for by taking limitations. This prevents a player from building a wizard with every ability on the list and balancing it with every limitation. Optionally, the DM can require that a wizard spend at least 30 points acquiring schools to cast spells from, or set other spending limits in specific areas.

**Limitations with a Vengeance:** A player might think he's getting away with something when he takes a couple of belief or environmental condition limitations, but a good DM can always find a way to bring these role-playing disadvantages into play. By looking for situations where the super-character's built-in weaknesses cripple him, the DM can graphically illustrate how out of balance the character actually is.

**The Bad Guys are Supermen, Too:** Naturally, if one character is a walking arsenal of powers and abilities, it stands to reason that some NPCs might have similar skills. No matter how tough a particular PC is, there's always someone in the game world who's a little tougher than him, and meeting that NPC is a super-character's worst nightmare. While this tactic isn't particularly elegant, it's quite effective in letting the player know just how it feels to be in the place of the poor NPCs his character's been terrorizing.

## Chapter 2: Priests

The *Player's Handbook* describes two types of priests: clerics and specialty priests. While clerics are intended to serve as a generic model for a priest character, DMs and players in campaigns that feature specific pantheons or mythoi are encouraged to create specialty priests to reflect the particular aims and powers of the different deities of the world. The druid is presented as an example of a specialty priest, representing any power that stands for nature—or even nature itself.

In this chapter, we'll examine the basic cleric and druid classes in great detail, concentrating on their magical abilities. A number of spells are reorganized into different spheres in order to provide the specialty priests with basic abilities that should be common to all priest characters, while maintaining unique spells that can only be cast by certain specialists. We'll also introduce three new types or subclasses of specialty priest: the crusader, the shaman, and the monk. Last but not least, we'll present a point-based design system for customizing specialty priests.

Hordes of specialty priests have been introduced in various accessories following the *Player's Handbook*. There are specialty priesthoods in *Legends and Lore*, *The Complete Priest's Handbook*, *Monster Mythology*, and several of the campaign settings. At this point, there are well over one hundred varieties of priests in print! Unfortunately, some of these specialty priests are far more powerful than similar specialty priests presented in different settings. This raises the question of which sources are “generic” enough to use in any campaign setting, and which should be reserved for specific campaign worlds.

The first rule of thumb is simple: If a campaign setting features its own pantheon and specialty priests for those powers, you should give that material precedence. For example, the deities and priesthoods of the Forgotten Realms, Birthright, or Dark Sun campaign settings are described in detail in their respective boxed sets. When a player creates a priest character for one of these settings, he should refer to the character creation rules specific to those settings. Of course, a DM who has assembled this information for his own campaign can certainly require his players to create their priest characters accordingly!

If a world does not feature a fully-developed pantheon or special priesthood rules for the various powers of the mythoi, then you should consider the material in *Player's Option: Spells & Magic* to take precedence over all earlier material. In other words, the rules here are intended to replace the specialty priesthoods presented in *The Complete Priest's Handbook*, *Legends and Lore*, and *Monster Mythology*. Note that the powers and faiths presented in these books remain unchanged; *Player's Option: Spells & Magic* just changes the way the specialty priests are put together.

**Spheres of Access** Just as wizard spells are divided into schools of magic, priest

spells are organized into spheres of access. A sphere of access represents a group of related spell powers granted by a particular deity, so a power of war usually grants access to the spheres of combat and war, a power of nature usually grants access to the spheres of animal and plant, and so on. All priestly spheres of access are organized in the same scheme—there are no variant organizations like the schools of effect or thaumaturgy for wizards.

While wizards generally have the ability to learn spells from any school unless specifically stated otherwise, priests are strictly limited to the spheres their deity grants them access to. In other words, the organization of priest spells governs which spells a priest can cast, while wizard schools govern which spells a wizard can't cast. This makes it difficult to create new spheres of priest spells, since a great deal of work must be done to retrofit any new spheres to existing priesthoods that should have had influence in the new sphere.

The standard spheres from the *Player's Handbook* are the spheres of all, animal, astral, charm, combat, creation, divination, elemental (with the lesser spheres of air, earth, fire, and water), guardian, healing, necromantic, plant, protection, summoning, sun, and weather. In addition, the *Tome of Magic* adds the spheres of chaos, law, numbers, thought, time, travelers, war, and wards.

**All:** Spells of this sphere represent the basic class abilities that should be available to all priest characters, regardless of specialization. Spells that deal with direct manifestations of a deity's power, such as *bless*, *chant*, and *gate* are included, as well as a few spells that are so general that all priests may make use of them, such as *detect magic*, *remove curse*, and *atonement*. The sphere of all has been greatly expanded in *Player's Option: Spells & Magic* in order to balance the spell powers available to different kinds of specialty priests.

**Animal:** Spells that influence or alter creatures are found in the sphere of animal. Most animal spells do not affect people. Powers of nature or husbandry often grant spells of this sphere.

**Astral:** The astral sphere deals with communication and movement between the various planes of existence. Priesthoods of philosophy or travel sometimes have access to this sphere.

**Chaos:** Priests with access to this sphere command spell powers that increase randomness and confusion to the world around them. Deities of mischief and ill luck often grant spells of chaos.

**Charm:** Charm spells usually affect the attitudes and actions of people. Powers of love, trickery, or art often grant access to this sphere. The sphere is also useful when dealing with hostile enemies or unbelievers, and many expansive faiths deal with this sphere as well.

**Combat:** Naturally, combat spells are used to attack or injure the enemies of the faith. Since most priests have an interest in self-defense, a great number of faiths have access to the sphere of combat.

**Creation:** Creation spells allow the priest to produce food, water, light, or other things from nothing. *Create water* and *continual light* are good examples. Prime creator powers often grant access to this sphere.

**Divination:** This useful sphere allows the priest to discern the safest course of action, detect hidden things, or discover hidden knowledge. It is the province of deities of



learning and wisdom.

**Elemental:** The four basic elements of creation—air, earth, fire, and water—are dealt with in this sphere. Powers of nature or powers with elemental interests typically grant access to at least part of this sphere. Very few priests have access to all four elements.

**Guardian:** Priesthoods charged with the protection of holy places often have access to this sphere. Spells that help a guardian to perform his task are included as well as spells that create or enforce magical barriers over a person or area.

**Healing:** This sphere deals with all forms of healing spells, except those which restore life or manipulate the subject's life force.

**Law:** The sphere of law is the antithesis of the sphere of chaos. Law spells concentrate on the principle of obedience and the strength of the group over the strength of the individual. Deities of rulership and community are likely to have influence in this sphere.

**Necromantic:** Spells of the necromantic sphere deal with the forces of life and death, including *raise dead* and *resurrect*. These spells are also quite useful in dealing with undead monsters.

**Numbers:** Priests with access to this sphere believe that numbers and mathematical relationships can provide insight into the nature of the universe. Powers of knowledge and arcane lore occasionally grant access to this unusual sphere of spells.

**Plant:** This sphere deals with plants and vegetation of all kinds, from agricultural to wilderness settings. Priests of nature or agriculture are often granted access to this sphere.

**Protection:** While this sphere is related to the guardian sphere, protection spells generally enable the priest to protect people, not places. Many of these spells are very useful in combat, and militant priests often have access to this sphere.

**Summoning:** Summoning spells call creatures to serve the priest. Even extradimensional creatures can be summoned at higher levels. This sphere has been revised to include a modest selection of spells suitable for dismissing summoned creatures.

**Sun:** Solar spells deal with light of different qualities in a variety of ways. Spells such as *starshine* and *Sol's searing orb* are included in the sphere of sun.

**Thought:** The sphere of thought is composed of spells that deal with the interaction of the thinker, the thought, and the subject of the thought. In effect, priests who have access to this sphere believe that thought itself has a certain reality that can affect the physical reality of the world around the mind. Powers concerned with the mind or knowledge are found within this sphere.

**Travelers:** Spells of this sphere provide aid and comfort to travelers and pilgrims. Deities of wayfarers both peaceful and militant may make these spells available to their followers.

**War:** Unlike the sphere of combat, the sphere of war deals specifically with magic useful on the battlefield in clashes between armies. War spells can affect hundreds of soldiers at a time.

**Wards:** The sphere of wards includes spells that provide protection for clearly defined areas, ranging from single objects to whole communities. It is related to the sphere of guardian, but the sphere of wards only creates barriers or obstacles to deter

intrusion; ward spells do not necessarily enhance the priest's ability to defend the area. In addition, many ward spells are cooperative in nature and provide protection for bodies of believers instead of holy sites.

**Weather:** This sphere is concerned with the forces of weather, including wind, fog, lightning, and weather control. Powers of nature and tempests often have influence in this sphere.

## Player's Option and Spheres of Access

While the general definitions of the spheres have remained the same for *Player's Option: Spells & Magic*, a number of spells have been rearranged for purposes of game balance. Many spells have been added to the sphere of all in order to provide all priests with the basic spell powers that should be available to them. Some other spells have been assigned to different schools to better define the roles and strengths of clerics, druids, and other specialty priests. For example, *reflecting pool* was originally designed as a druid spell, but in AD&D 2nd Edition it became a divination spell available to clerics. In this book, *reflecting pool* has been placed in the sphere of elemental water, where druids have access to it but clerics do not. Refer to Appendix 4 for a complete and accurate listing of which spells belong where.

**Cleric Sphere Access:** As part of the reorganization of the spheres of access, clerics lose access to the sphere of sun and the elemental spheres of air and fire. Clerics retain minor access to the elemental spheres of water and earth. The cleric only loses a dozen or so spells he formerly had access to, and most of these were spells that had previously belonged to the druid in the original AD&D.

**Druid Sphere Access:** Similarly, druids lose access to the sphere of divination, but gain major access to the sphere of sun. Again, this takes away spells that blur the line between the druid and cleric's spellcasting powers, while restoring a number of spells that druids formerly had access to in the original AD&D game.

**Priest Characters** All five standard varieties of priest—the cleric, the druid, the crusader, the monk, and the shaman—can be considered generic enough to be used in any campaign setting. In addition, some of the existing specialty priests described in previous books can be “folded in” to these basic five priest archetypes.

**Clerics** are militant priests who serve as temple knights, defenders of the faith, and guardians of a faith's holy places. They have very good fighting skills and a wide array of spells to choose from. The skills, abilities, and spell selection available to the cleric can also describe priests of agriculture, arts, birth/children, community, crafts, culture, darkness/night, dawn, death, disease, everything, evil, fate/destiny, fortune/luck, good, healing, life-death-rebirth cycle, light, love, marriage, messengers, metalwork, mischief/trickery, music/dance, oceans/rivers, prosperity, race, redemption, rulership/kingship, sites, sky/weather, sun, trade, and wind.

**Crusaders** are closely related to clerics, but while clerics can be described as defenders of the faith, crusaders are weapons against the enemies of the temple they serve. They are true soldier-priests, skilled in physical combat and armed with spells appropriate for the battlefield. Crusaders include specialty priests of fire, guardianship, justice/revenge, lightning, metalwork, race, rulership/kingship, strength, thunder, and

war.

**Druids** are priests of nature. They are the protectors of the forests or other wild places and stewards over all living things placed in their charge. Druids are weaker in physical combat than a cleric or crusader, but their spheres of access include a number of powerful offensive and defensive elemental spells. In addition, they enjoy several unique granted powers. Druids can represent the powers of animals, druid, earth, elemental forces, fertility, hunting, moon, nature, seasons, and vegetation.

**Monks** are cloistered priests and adepts who seek enlightenment through the rigorous training of mind, body, and spirit. Monks are extremely skilled in unarmed combat and have access to several unusual spheres of spells. Monks may represent specialty priests of competition, divinity of mankind, literature/poetry, magic, oracles/prophecy, peace, time, and wisdom.

**Shamans** are priests of barbaric or savage cultures. They serve as guides and protectors for their tribes. Shamans have fair combat ability and spell access, but they also command the spirits of animals, ancestors, and nature. The shaman is a good choice for any player character who comes from a barbaric or nomadic culture, and can also represent a specialty priest of ancestors, animals, earth, everything, fertility, hunting, lightning, oceans/ivers, race, sky/weather, thunder, and wind.

## Cleric

Ability Requirements: Wisdom 9

Prime Requisite: Wisdom

Races Allowed: All

Known as the most common type of priest, a cleric makes a suitable representative for a variety of powers. A cleric is both a sturdy soldier with formidable spell powers and a defender of the faith and proselytizer; overall, he is the most versatile and well-rounded priest character. Clerics with a Wisdom score of 16 or better earn a 10% bonus to the experience they gain. A cleric may be of any alignment acceptable to his patron deity.

Clerics retain all the powers and abilities described in the *Player's Handbook*, with the exception of their spheres of access, which are slightly altered. (See **Player's Option™ and Spheres of Access**.) Clerics have major access to the spheres of all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning, and minor access to elemental water and elemental earth.

Clerics may wear any armor and use any Type B (bludgeoning) weapon. They may also wield a variety of magical items. Clerics turn undead and attract followers as described in the *PHB*. At 9th level, the cleric may receive permission from his order to establish a religious stronghold and govern it in the name of the faith.

## Crusader

Ability Requirements: Wisdom 9

Strength 12

Charisma 12

Prime Requisites: Wisdom, Strength

Races Allowed: Human, Dwarf, Elf

The crusader is a priest of a deity of war, combat, or conflict who stands at the forefront of the fight for his faith. Crusaders must be either lawful or chaotic in alignment; in other words, crusaders may be of any alignment except neutral evil, neutral good, or true neutral. Since they are often called upon to lead the forces of their faith into battle, crusaders require high Strength and Charisma scores in addition to a minimum Wisdom of 9. High Constitution or Dexterity scores are also very useful for a crusader. A crusader with Wisdom and Strength scores of 16 or better gains a 10% bonus to the experience points he earns. In matters of advancement, crusaders use the same column as clerics do on Table 23: Priest Experience Levels in the *PHB*.

While crusaders are often associated with war gods, they may also represent powers of leadership or strong alignment that are in conflict with opposing forces. Crusaders often organize themselves into a military hierarchy and view their temples as fortifications as well as places of worship. In some cases, the power of the crusader orders can rival the strength of the kingdom that hosts them. This is a situation that sometimes provokes popular resentment or suspicion. However, no one questions their ability and resolve in times of war.

In the adventuring party, the crusader is a natural leader whose place is in the front lines of any battle. When possible, the crusader should take steps to prepare his comrades for battle through the use of *bless*, *prayer*, *aid*, and similar spells. He can also make use of healing spells to assist those who fall in valiant battle.

Crusaders excel in personal combat and are nearly as skilled as a warrior of the same level. They may employ any kind of armor or shield and learn the use of any weapon, although particular orders of crusaders may prefer weapons of a certain type—for example, knightly weapons, bows or battle axes (for elven or dwarven crusaders), and so on. To represent their skill at arms, the THAC0 of a crusader character improves at the warrior's rate of 1 per level. A 2nd-level crusader has a THAC0 of 19 instead of 20, a 3rd-level crusader has a THAC0 of 18, and so on.

Crusaders are considered to have a nonweapon proficiency crossover with the warrior group and may learn warrior proficiencies at no extra cost. They may use any magical item normally usable by priests or by fighters. In addition, if the DM allows, a lawful good crusader may gain the same benefits as a paladin when wielding a *holy avenger* sword.

While crusaders are formidable soldiers, they also retain a good selection of spells that are particularly useful on the battlefield. Crusaders have major access to the spheres of all, combat, guardian, healing, war, and wards. They have minor access to the necromantic and protection spheres. In addition, lawful crusaders have major access to the sphere of law, and chaotic crusaders have major access to the sphere of chaos.

Crusaders cannot turn undead, but at 3rd level they gain the granted power to cast *lighten load* (from the *Tome of Magic*) once per day. This spell effectively halves the weight of equipment and gear for a day, reducing a party's encumbrance. At 7th level, the crusader may cast *easy march* (from *Tome of Magic*) once per week, which basically allows a small party to force march without accumulating fatigue penalties.

Crusaders gain followers much as clerics do. When the crusader reaches 8th level, he automatically attracts 20 to 200 fanatical followers. These followers are normal

0-level soldiers, armed and equipped with weapons appropriate for typical soldiers in the campaign. Unlike the cleric, the crusader does not need to establish a permanent place of worship to attract these followers. Since he is a great battle leader, the soldiers will serve him as a free-roving company if no stronghold is available. At 9th level, a crusader may receive official sanction to establish a religious stronghold or fortified temple.

### **Crusaders and Player's Option: Skills & Powers**

It is assumed that selecting this class for your Player's Option character expends all class-derived character points a character may have available. In other words, a crusader cannot be customized from the model presented here. However, if you're interested in building a specialty priest that resembles the crusader with slightly different powers, you can use the **Customized Priest Characters** information later in this chapter to do so—it's generally more complete and allows more options than the material in *Skills & Powers* does.

In the *Skills & Powers* character point system, crusaders may learn a weapon of their choice, some fighting styles, or expertise in a weapon as if they were multi-classed warriors. A crusader may specialize in a weapon if the DM allows that option from *Skills & Powers*, but it's expensive; he must pay the character point costs as a priest, not a fighter.

### **Druid**

Ability Requirements: Wisdom 12

Charisma 15

Prime Requisites: Wisdom, Charisma

Races Allowed: Human, Half-elf

Known primarily for their love of nature and guardianship of the wilderness, druids possess remarkable abilities in areas dealing with plants, animals, weather, and the elements. Druids with a Wisdom and Charisma score of 16 or better earn a 10% bonus to the experience they gain. Because of their views, druids must be neutral in alignment.

Except for a slight change in the spheres of access, druids keep all of the abilities and powers listed in the *PHB*. Druids have major access to all, animal, elemental, healing, plant, sun and weather.

Druids can only wear leather armor and use wooden shields. Their weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff. Aside from written magical items as well as armor and weapons forbidden to druids, this class can use all other magical items. Druids cannot turn undead. See the *PHB* for details about how druids are organized.

### **Monk**

Ability Requirements: Wisdom 15

Intelligence 14

Constitution 13

Prime Requisites: Wisdom, Intelligence

Races Allowed: Human

The monk is a priest who belongs to a cloistered or monastic order, where he withdraws from the everyday affairs of the world around him to contemplate his faith. Powers of philosophy, thought, and scholarship are commonly represented by monks, as well as any deity that is not normally worshipped by the common people of an area. Monks must be lawful in alignment, although they can be lawful good, lawful neutral, or lawful evil. While monks are most often associated with oriental campaigns and settings, this specialty priest is not necessarily an oriental class—monastic orders can exist in almost any fantasy setting.

Monks believe that rigorous training of body, mind, and spirit leads to enlightenment. Consequently, a character must have high Intelligence and Constitution scores to qualify for this class. Wisdom and Intelligence are the prime requisites of the monk, and a monk with scores of 16 or better in these two abilities gains a 10% bonus to the experience points he earns. Monks also advance in level as clerics do.

While monks do not attempt to minister to the masses or gather followers for their patron deity, they believe in demonstrating the qualities of their faith by example. A monastery or abbey is a place of learning and strength that is open to any person who requires shelter, advice, or assistance. Other monks choose to leave the abbey and travel widely, setting an example among the people they meet and help. Monasteries devoted to evil powers are sinister places where knowledge and wealth are hoarded for the use of the order, regardless of whom may need it.

The monk brings a variety of skills to the adventuring party. He is somewhat like the bard in that he is a jack of all trades and master of none. A monk is not a front-rank warrior, but he can be a very capable infiltrator and skirmisher. The monk's selection of spells allows access to some of the most unusual and versatile priest spells, even if his spells tend to be short on sheer combat power. Like other priest characters, the monk's principle role is to support and guide the party.

Monks do not wear armor, since the training of the body requires quickness, agility, and discipline; monks see armor and other ironmongery as crutches for a person of weak spirit. To compensate, monks are trained to avoid blows through misdirection and positioning, and their base Armor Class improves by one point at every even level (AC 9 at 2nd level, AC 8 at 4th level, AC 7 at 6th level, and so on) to a maximum base Armor Class of 2 at 16th level. Note that a monk must see the attack coming in order to use this benefit—backstabs, ambushes, or missile attacks from behind the monk will strike him as if he were unarmored.

Monks may employ any Type B weapon, just like the cleric, but they have exceptional skill in unarmed combat. When a monk makes an unarmed attack against an armed opponent, he disregards the Weapons in Defense rule, since he is trained in dealing with armed enemies. (Normally, this rule allows the armed character to attack first with a +4 on attack and damage rolls when another character makes an unarmed attack against him.) In addition, a monk begins play with a free weapon proficiency which may be used to specialize in unarmed combat. Martial arts and other forms of unarmed combat are described in detail in *Player's Option: Combat & Tactics*; if you don't have access to this book, another system appears in *The Complete Fighter's Handbook*.

**Unarmed Combat with *The Complete Fighter's Handbook* or *The Complete Priest's Handbook*:** In this system of unarmed combat, the monk begins play as a punching specialist, a wrestling specialist, or a martial arts specialist. If the monk chooses

martial arts as his preferred unarmed combat form, he must spend one of his initial weapon proficiencies to do so, since this is more difficult than specializing in punching or wrestling.

Specializing in these combat forms gives the monk a +1 bonus to attack rolls, a +2 bonus to damage rolls, and a +1 chart bonus with his unarmed attacks. A monk specialized in punching or martial arts gains one extra attack per round, while a monk specialized in wrestling gains a +2 bonus to his effective Strength score for purposes of maintaining or breaking holds.

Every fourth level after 1st level (5th, 9th, 13th, 17th) the monk gains an additional free weapon proficiency which can be used to continue specialization in his chosen mode of combat. Each additional specialization grants the character an additional +1 to attack rolls, damage rolls, and a +1 chart bonus, to a maximum addition of +4 at 17th level.

**Unarmed Combat with *Player's Option: Combat & Tactics*:** In this system, the monk begins play as described above. If he chooses martial arts as his combat form, he must spend one of his initial weapon proficiencies to do so. At 1st level, the character is considered a specialist; at 5th level, a master; at 9th level, a high master; and at 13th level, a grand master. The exact benefits are described in more detail in Chapter Five of *Player's Option: Combat & Tactics*.

If you don't have either of these books, the monk must choose to be a punching or wrestling specialist, since martial arts per se aren't described in the *Player's Handbook*. The paragraph about *The Complete Fighter's Handbook* details the effects of specialization and continuing specialization for these forms of unarmed combat.

Monks may not use magical items that simulate armor, such as *bracers of defense*, but they are allowed to wear cloaks or rings. Otherwise, they may use any magical item normally usable by priests. Monks have a nonweapon proficiency crossover with all other classes and may learn any proficiency listed at no additional cost.

Monks enjoy major access to the spheres of all, divination, guardian, numbers, and thought. They have minor access to combat, healing, necromantic, and time. Monks cannot turn undead. Beginning at 5th level, monks are entitled to a saving throw vs. spell to block detection, scrying, or mind-reading through magical or psionic means— see the 3rd-level wizard spell *nondetection*. At 7th level, monks gain the special granted power of *free action*, which duplicates the effects of the 4th-level priest spell.

Monks never gain followers, but at 9th level a monk may receive permission to establish a monastery as an outpost of his order; if he does so, 10 to 40 monks of lower level will come to his monastery and take up their studies there, recognizing the PC monk as the head of their abbey.

**Monks and *Player's Option: Skills & Powers*:** Selecting this class for your *Player's Option* character expends all class-derived character points, so a monk may not acquire additional class abilities from the cleric list. If you want to create a specialty priest like the monk but with slightly different powers, you can use the **Customized Priest Character** information in this book to do so.

In the *Skills & Powers* character point system, monks are not required to spend CPs to gain their bonus unarmed combat proficiencies and specializations unless they choose martial arts as their unarmed combat form. In this case, the monk must pay the normal cost for proficiency with martial arts (3 CPs) when first created, although he can



use his weapon proficiency CPs to cover this cost.

**Table 5:**

**Shaman Spirits Per Level**

Shaman's Level	Minor Spirit	Major Spirit	Great Spirit
1	1	—	—
2	1	—	—
3	2	—	—
4	2	—	—
5	2	1	—
6	3	1	—
7	3	2	—
8	4	2	—
9	4	2	1
10	4	3	1
11	4	3	2
12	5	3	2
13	5	4	2
14	5	4	3
15	6	4	3
16	6	5	3
17	6	5	4
18	7	5	4
19	7	6	4
20	7	6	5

**Shaman**

Ability Requirements: Wisdom 12

Constitution 12

Prime Requisites: Wisdom

Races Allowed: Human

The shaman is a tribal priest found in savage, barbaric, or nomadic societies. In his homeland, the shaman serves his tribe in much the same way that a cleric would serve the common people of more civilized lands; he acts as a guide, protector, and advisor, using his magical powers to strengthen and defend the tribe. Shamans often serve as the keepers of knowledge and legend for their people, and lead the tribe in the various rites and ceremonies required by the tribe's belief system. A player character shaman may still be associated with his tribe, or he may be a wanderer or exile who has abandoned his duties.

Shamans may be of any alignment. They are always found in tribal or barbaric cultures—if a player wishes to run a shaman in a more civilized campaign setting, his character is considered to be a barbaric foreigner by most common folk he meets. The

shaman's arduous life in uncivilized lands requires a good Constitution, and Wisdom is required for dealing with tribal matters and speaking to the spirits. A shaman with a Wisdom of 16 or better earns a 10% bonus to the experience points he gains. Shamans also follow the same level advancement as clerics do.

The shaman is an unusual character in the adventuring party. Like the druid, he is not a front-line fighter, but he also lacks the high-powered combat spells that the druid commands. However, his mysterious spirit powers allow him to make use of magic that is usually out of the reach of low-level characters. A shaman who demonstrates intelligence and respect in dealing with the spirits can be an extremely effective character in a number of situations. Shamans view themselves as advisors and guides to a party of adventurers and often have an uneducated but insightful view on the more civilized societies they visit.

Shamans may wear any armor normally associated with their tribe. In the absence of more specific information, tribal armor is usually hide, leather, or studded leather with a tough wooden, wicker, or hide-covered shield. Similarly, shamans may use tribal weapons, which usually include the short bow, club, dagger, dart, hand axe, harpoon, javelin, knife, quarterstaff, sling, and spear. Blowguns might be appropriate for shamans of jungle tribes, or light lances and composite bows for shamans of tribal horsemen.

Shamans may use any magical items normally usable by priests. They have a nonweapon proficiency crossover with the warrior group and can learn priest or warrior proficiencies at the normal cost. Shamans have major access to the spheres of all, animal, protection, summoning, travelers, and wards, as well as minor access to healing and plant. Shamans never gain followers or establish strongholds. Good-aligned shamans may turn undead, and neutral or evil shamans may command undead.

In addition to their priest spells, shamans have a special connection to the spirit world and can call on the spirits for guidance, knowledge, or magical aid. While shamans often function as priests of a tribal deity, their primary concern is the spirit world. To a shaman, the physical world is not the entirety of existence; the spirits of animals, nature, and the tribe's dead are always near, and interacting with these spirits is the shaman's greatest duty and responsibility.

**Shaman Spirit Powers:** A shaman begins play with one minor spirit ally or guide of his choice; it's assumed that he has already performed the rites to summon this first guide. As he rises in level, he learns the rites necessary to call additional spirits. Spirits are individuals—speaking to a spirit of the dead means the shaman is in contact with one particular deceased individual. There are dozens of spirits for each species of animal, representing every aspect of the animal's existence, and a near-infinite number of nature spirits. The number of spirits a shaman knows how to contact appears on Table 5: Shaman Spirits Per Level.

Performing the ceremony to call a spirit for the first time requires a week or more of fasting, prayer, and solitude in the appropriate location—if the shaman is trying to call a wolf spirit, he must find a location frequented by wolves, and if he is trying to call a dead spirit, he should perform the ceremony at the individual's burial site. At the conclusion of this week-long ceremony, the spirit appears, and the shaman establishes contact with it. From that time forward, the shaman may attempt to contact the spirit anywhere or anytime to seek information or request a favor of the spirit—see **Calling Spirits**.

**Spirits of the Dead:** These ancestral spirits are individuals who were renowned for their wisdom, skill, or courage in life. Minor spirits may be recent relatives of the shaman, while major spirits are great heroes and wise men of the tribe. A great spirit of the dead is a chieftain or other personage of legendary standing. While spirits of the dead may seem to be frightening allies, they are actually very protective of their living protégé and bear few grudges against the living.

Spirits of the dead know many things. Naturally, they are familiar with any details or events of their own lifetimes. They are able to perceive the shaman's future and can offer advice in times of tough choices. Dead spirits can also provide some measure of protection for the shaman and his allies by using their power on the shaman's behalf. Minor spirits can invoke the powers of *augury*, *feign death*, *prayer*, or *speak with dead* on behalf of the shaman; major spirits can invoke *divination*, *commune*, or *find the path* for the shaman; and great spirits can invoke *raise dead*, *forbiddance*, or *astral spell* for the shaman. Spells invoked by spirits are cast at the level of the shaman, unless the spell is normally cast at a level higher than the shaman has access to. If the latter is the case, then the spell is cast at the minimum required level of that particular spell. Note that these are spells normally outside the shaman's spheres of access. In addition, there can be other role-playing effects gained in conversation with the spirits, such as information or guidance in making difficult choices.

*The 1st-level shaman Shotheri decides that his first spirit guide will be the spirit of his grandfather, who was the tribe's shaman when Shotheri was a boy. Shotheri can call upon his grandfather's spirit for help and advice. When a shaman character begins play, it's assumed that he has already performed the ceremony to attract his first spirit guide.*

**Animal Spirits:** The shaman lives in a world in which animals are a vital part of human life. Animals provide food, shelter, clothing, and tools for the shaman's people, and the animal spirits are revered for their wisdom and knowledge. Minor and major spirits are embodiments of an archetype, such as the Old Wolf, the Sleeping Bear, or the Hunting Eagle. Great animal spirits are the leaders of these lesser spirits and contain in themselves everything the animal stands for—the Great Bear, the Great Wolf, and so on.

Animal spirits are powerful, but they're also less inclined to offer advice or guidance to the shaman. Their interest lies in ensuring that the shaman is respectful towards their species and helps to guide others in dealing with their kin, not in aiding the shaman in his own affairs. The spirits of game animals such as moose or deer don't mind if the shaman or his people hunt the animal, but they grow angry if the hunting is wanton or disrespectful.

Animal spirits have knowledge of events that have affected their species in the local area and have a number of powers they can use on the shaman's behalf. Minor animal spirits can aid the shaman by using *animal friendship*, *speak with animals*, or *animal summoning I* on his behalf. In addition, the animal spirit can grant a limited form of *clairaudience* and *clairvoyance* by allowing the shaman to see through the eyes of an animal of that species, with a range of one mile. Animals of the species in question will never attack the shaman or anyone under his protection unless the shaman has angered the spirit or the animals are magically controlled.