
Magic User

You are a magic user, a student of strange and supernatural powers that are not well understood. You might be a mysterious conjuror, a dread witchdoctor, or an eccentric sorcerer with a six demon bag.

Magic is the most multi-faceted power in the game: it can conjure lightning, invoke spirits, beguile onlookers or mend wounds in the blink of an eye. But there is a price to be paid, and no spell is uttered lightly. Like any adventurer, the magic user knows the value of a sharp blade and steady arm.

Key Attribute:	Intelligence.
Hit Points:	1d3+3 (plus Con bonus if any) per level up to 9 th level, then 1 hp/level.
Armour and Shields:	Light armour.
Weapons:	One handed weapons, light crossbows, sling.
Skills:	Arcane Lore, Insight plus 4 of: Animal Lore, Athletics, Apothecary, Deception, Detection, Divine Lore, Gather Information, General Lore, Persuasion, Sailing, Stealth, Wilderness Lore.

Spell Casting (1st level)

A 1st level magic user knows one spell, plus a bonus number of spells equal to her Int modifier, which the player chooses from the 1st level spell list (see the *Magic* chapter). Each level thereafter the magic user learns a number of spells equal to her Int modifier as chosen by the player (up to the highest level the caster knows, per the advancement table).



If a magic user finds any scrolls or spell books while adventuring, she may learn one extra spell (from the scroll or book) when advancing a level. Once per level a caster may also substitute one known spell for another spell.

When learning spells that unleash or affect specific elements, for example *Gift of the Fiery Furnace*, the magic user may learn an elemental variant instead (eg *Gift of the Frozen Vortex*).

At the start of an adventure, you may use a number of spells, of each spell level, as shown on the advancement table. You may regain expended spell uses by taking short or long rests (p.81). You choose which of your known spells to cast at the time of casting. Casting a spell requires concentration; if the magic user suffers any damage before her turn, she may not cast a spell that round.

Example

At the start of an adventure, a 5th level magic user may cast four 1st level spells, two 2nd level spells, and one 3rd level spell. When advancing from 5th level to 6th level, with Int 16 (+2), the caster learns two new spells, chosen from the 1st, 2nd or 3rd level lists. If the magic user found a scroll of 1st to 3rd level, she may also learn one spell from the scroll.

On a particular day, the magic user might cast *Insidious Slumber* four times, *Wings of the Starless Abyss* twice and *Gift of the Fiery Furnace*, or she might cast *Lash of Unerring Pain*, *Arcane Aegis* twice, *Insidious Slumber*, *Wings of the Starless Abyss*, *Bound by the Black Spiral* and *Gift of the Fiery Furnace*. Remember that if the magic user suffers any damage before her turn, she may not cast a spell that round.

MAGIC USER ATTACK BONUS & STARTING SPELL USES							
Level	Attack Bonus	1st	2nd	3rd	4th	5th	6 th
1	0	2	-	-	-	-	-
2	1	3	-	-	-	-	-
3	2	3	2	-	-	-	-
4	2	4	2	-	-	-	-
5	3	4	2	1	-	-	-
6	4	4	3	2	-	-	-
7	5	4	3	2	1	-	-
8	5	4	3	3	2	-	-
9	6	4	3	3	2	1	-
10	7	4	4	3	2	2	-
11	8	4	4	3	3	2	1
12	8	4	4	4	3	2	2

Attuned Mind (2nd level)

Every magic user develops a strong sense of arcana and resistance to attacks on her mental state, including charm, fear, madness, and so on. Practitioners have advantage when resisting mind related attacks and when sensing magic.

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).



Battle Magic (7th level)

At 7th level, you may reroll any or all spell damage dice, or reroll the number of targets affected by a spell. Each die to be rerolled costs one *Reroll Pool* die.

Tower (10th level)

At 10th level, a magic user may build a tower for herself to house her library, laboratory and so on. She will attract a mixed bag of mercenaries, strange servants, an apprentice, and perhaps even a few monsters. This motley crew will follow her orders for as long as they dare.