

WIZARD (Intelligence)

Among all peoples are those who strive to understand the oft-forbidden and widely feared arcane magics of the multiverse. These few must have no fear in their quest for knowledge, as delving into the arcane involves powers and energies poorly understood by those bound to mortal planes. If not harnessed with care, unleashing these magics can cause catastrophes of great proportion and slay those who dabble in this art. The reward, however, for the diligence and willingness to plumb the depths of these magical energies is potentially great indeed. Wizards bind themselves to this task, seeking to master eldritch sorceries and unravel the riddles and meanings of the world. They use their powers to reshape the world around them and bring princes and kings to their knees.

Wizards are the archetypical magic-users, and they are vastly superior to all others at understanding and harnessing the magic that ebbs and flows through the multiverse. They come from all social strata and can be found in all positions in society. They are often employed by kings, nobles, religious houses or other powerful individuals to whom they act as guides and advisors. In court, many seek to dominate courtly politics, and often succeed. More often though, wizards work in solitude, far away from the prying eyes and keen ears of enemies, spies and other wizards who often consider them to be untrustworthy and dangerous competitors in the quest for arcane lore. In wind-swept towers or dank dungeons, far from the din of civilization, such wizards find the solitude, quiet and safety necessary to pursue their research and carry out their oft-times dangerous experiments.

Though they come from many walks of life, all wizards have a few characteristics in common. They are intelligent, observant, diligent and have an exacting eye for detail. Their unyielding search and thirst for knowledge of the eldritch powers often generates a self-serving egomania in the most powerful of wizards. And, as they become ever more competent in harnessing eldritch sorceries and bending the world about them to their will, they suffer little distraction and afford interlopers little forgiveness when their work is interrupted.

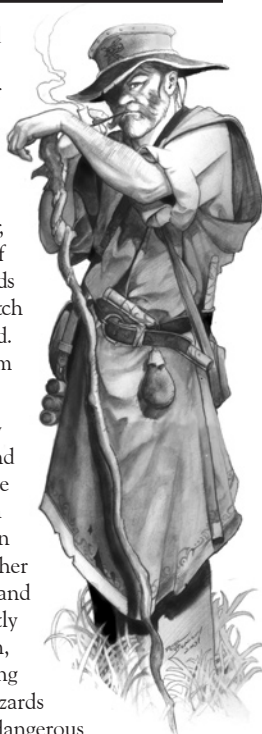
Woe to the foes of these powerful magic-users. Incurring their wrath can mean the unleashing of horrid and terrible magics few can comprehend, and fewer still are capable of combating. A wizard's enemies are laid waste by balls of blue flame and bolts of lightning called from elemental planes or even by servants of the rulers of the nether worlds, conjured forth to act on the wizard's behalf. They can make objects disappear and transport themselves many miles away, see into the darkness and build walls of force no man can pass. The greatest of wizards are powerful beyond measure.

A wizard's pursuits and studies, along with their intense focus upon the arcane, mean a life of laboring over ancient tomes of knowledge. This leaves wizards little time to learn and become proficient in any but the most common of weapons, and not at all capable of using armor that hinders the intricate somantic movements needed to cast some of their most powerful spells. Yet this matters little to them, as wizards realize their wits and arcane powers are far more powerful than any sword, and that conjured servants offer far more protection than any armor could possibly manage.

ABILITIES

SPELLS: A wizard casts arcane spells. Wizards can only cast a limited number of spells, from each spell level, per day. The *Wizard and Illusionist Spells Per Day Table* lists the number of spells per day a wizard may cast of each spell level. For example, a 5th level wizard can cast five 0 level spells, four 1st level spells, two 2nd level spells and one 3rd level spell per day.

A wizard must prepare spells before casting them by studying from a spell book. While studying, the wizard decides which spells to prepare. Spell memorization and spell descriptions are covered in detail in the *Magic* (Pg 46).



BONUS SPELLS: With a high intelligence score, a wizard gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, the wizard receives an extra 2nd level spell, and if 18 or 19, the wizard receives an extra 3rd level spell. Bonus spells can only be acquired if the wizard is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level wizard with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the wizard reaches 5th level.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Spell casting

| Level | HD | BtH | EPP |
|-----------------------|-------|-----|-----------|
| 1 | d4 | 0 | 0 |
| 2 | d4 | +1 | 2,601 |
| 3 | d4 | +1 | 5,201 |
| 4 | d4 | +1 | 10,401 |
| 5 | d4 | +1 | 20,801 |
| 6 | d4 | +2 | 42,501 |
| 7 | d4 | +2 | 85,001 |
| 8 | d4 | +2 | 170,001 |
| 9 | d4 | +2 | 340,001 |
| 10 | d4 | +3 | 500,001 |
| 11 | +1 HP | +3 | 750,001 |
| 12 | +1 HP | +3 | 1,000,001 |
| 13+ 250,000 per level | | | |

SPELL BOOK: The number of spells that a wizard or illusionist has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level wizard or illusionist with 14 Intelligence can cast four 0 level spells and three 1st level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four 0 level and three 1st level spells. The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (*use the Spell List Charts starting on page 54 for wizards and page 57 for illusionists*).

WIZARD AND ILLUSIONIST SPELLS PER DAY

| Level | 0 | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|-------|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | 4 | 2 | | | | | | | | |
| 2 | 4 | 3 | | | | | | | | |
| 3 | 4 | 3 | 1 | | | | | | | |
| 4 | 4 | 3 | 2 | | | | | | | |
| 5 | 5 | 4 | 2 | 1 | | | | | | |
| 6 | 5 | 4 | 3 | 2 | | | | | | |
| 7 | 5 | 4 | 3 | 2 | 1 | | | | | |
| 8 | 5 | 4 | 3 | 3 | 2 | | | | | |
| 9 | 5 | 5 | 4 | 3 | 2 | 1 | | | | |
| 10 | 6 | 5 | 4 | 3 | 3 | 2 | | | | |
| 11 | 6 | 5 | 4 | 4 | 3 | 2 | 1 | | | |
| 12 | 6 | 5 | 4 | 4 | 3 | 3 | 2 | | | |
| 13 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | | |
| 14 | 6 | 6 | 5 | 4 | 4 | 3 | 3 | 2 | | |
| 15 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | |
| 16 | 7 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | |
| 17 | 7 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | 1 |
| 18 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 |
| 19 | 7 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 |
| 20 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 |

THE ILLUSIONIST (Intelligence)



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In a profession where skill is measured by power, there are those magi who use their powers to make a mockery of reality itself. Rare indeed are the illusionists. These are those who use the arcane to blend and blur and twist what is, with what may be. They ply the minds of others and twist desire and perception into deceptive and often deadly illusions. Faced with the illusionists's spells and incantations, few can unravel the truth from their own fears or desires. Greatly feared for their mind influencing spells, the illusionist is heralded as one of the greatest and most mysterious of the magi.

An illusionist uses magic to alter the perceptions of others and even reality itself. This magic deceives the senses, creates false images and sounds, changes sensory qualities, affects the mind's perceptions, and in some cases fashions arcane energies into something real. The illusionist is an uncommon and, more often than not, underestimated type of wizard. They are greatly valued for their understanding of the mental caprices of most intelligent races. Illusionists are often found in high places of government using their skills to enchant those of both high and low birth, twisting the desires of any that may be of use. Powerful illusionists make loyal soldiers out of brigands, and fools out of professional military men and can, with their magic, empower rabble to sweep trained armies from the field.

A keen intelligence and a depth of perception unknown to most men are required for the illusionist to master the complex relationships between magic, the mind and the mundane. Further, an empathy for those around the illusionist is indispensable for the illusionist to create masterful illusions and to warp another's perception of reality.

An illusionist may choose any alignment. They are not bound to follow any particular creed, culture or religion. They come from all walks of life and, due to their meddling in the minds of others, they frequently have a greater empathy for all castes of people than any of the other classes.

Illusionists are generally untrained in martial warfare, and are thus limited in their choice of weapons. In any case, most illusionists view the use of weapons as vulgar. It takes little intelligence, so they have convinced themselves, to wield a weapon in combat, so eschew them.

Almost all spells require somatic and verbal actions and these complex gestures and intonations cannot be performed unless the illusionist is free to move and speak. Indeed, any use of armor or shield prevents the illusionist from casting spells.

ABILITIES

SPELLS: An illusionist casts arcane spells, though illusion magic is inherently different from the wizard's requiring a unique spell list. Like a wizard though, an illusionist is limited to a certain number of spells of each spell level per day. The *Wizard and Illusionist Spells Per Day Table* shows the number of spells per day an illusionist may cast. An illusionist must prepare spells before casting them,. This is done by studying spells from a spell book. While studying, the illusionist decides which spells to prepare. Spell memorization and descriptions are covered in detail in the Magic section. (pg. 46)

BONUS SPELLS: With a high intelligence score, an illusionist gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. The bonus spells can only be acquired if the illusionist is at a high enough level to cast that spell level. Bonus spells are cumulative.

For example, a 4th level illusionist with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the illusionist reaches 5th level.

SHARP SENSES (Wisdom): An illusionist's innate ability to distinguish the real from the unreal imparts a +1 bonus to all illusion saving throws. The bonus increases to +2 at 4th level, +3 at 7th level, +4 at 10th level, +5 at 13th level and +6 at 16th level.

DISGUISE (Charisma): Using magic and props, the illusionist can disguise himself and impersonate others. The effort requires 1d3x10 minutes of work. A disguise can include an apparent change of height or weight of no more than one-tenth the original. The Castle Keeper makes the character's check secretly, so that the player is not sure if the disguise is successful. Illusionists can use spells, like *change self*, to augment their disguise and give them a greater chance of success. The following modifiers are applied to a disguise check when appropriate: sex difference -2; race difference -2; age difference -2 per 10 years.

Success indicates a disguise good enough to fool normal observers. The Castle Keeper may allow a suspicious observer an intelligence check to see through the disguise. If the observer is familiar with the person being impersonated, they gain a bonus of +4 to the intelligence check. If the person being impersonated is a close associate or friend of the observer, the check is made at +8. Additionally, disguises must be occasionally changed to remove suspicion

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Disguise, spell casting, sharp senses

| Level | HD | BtH | EPP |
|------------------------|-------|-----|---------|
| 1 | d4 | 0 | 0 |
| 2 | d4 | +1 | 2,601 |
| 3 | d4 | +1 | 5,201 |
| 4 | d4 | +1 | 10,401 |
| 5 | d4 | +1 | 20,801 |
| 6 | d4 | +2 | 42,501 |
| 7 | d4 | +2 | 85,001 |
| 8 | d4 | +2 | 170,001 |
| 9 | d4 | +2 | 340,001 |
| 10 | d4 | +3 | 500,001 |
| 11 | +1 HP | +3 | 750,001 |
| 12 | +1 HP | +3 | 900,001 |
| 13 + 150,000 per level | | | |