

Welcome to Magic-User University



Guidelines for magical instruction

by Linda and Vanessa Holt

Taliesin frowned. Another application to his school, Magic-User University. How many more would he have to sort through? Three more elves, 10 humans, a half-dozen half-elves . . . he would have to organize this better. Taliesin Fields formed this school a short millennium ago. Where had the time gone to. Already his brochures had become old and brittle, falling apart at the touch of a finger.

Taliesin called for one of his apprentices, a young girl whom he called Sparrow. She was one of the more talented students at the school, and could be trusted to help revise the school's courses and the brochure. After Taliesin explained to her what needed to be done, Sparrow started working diligently at her task. Although not yet a prestidigitator, she possessed the intelligence to decipher many higher-level spells. Dipping her quill in the deep blue ink, she wrote up the new ideas she had for attracting people to the school.

The only school of magic within several dimensions, Magic-Users' University offers a wide variety of courses for the aspiring wizard or wizardess. Located on 250 rolling, forested furlongs, and nestled between two pits of liquid fire, our school boasts many fine graduates.

Classes are held within astral projection

distance of each other, in 10 buildings protected from miscast spells by many powerful charms. However, there are so few miscast spells here, we don't really need them! Being well-cared for, these buildings have survived many a war and storm. But what they need is you: young and old seekers of knowledge.

Even races such as drow elves, who require underground classrooms, are provided for at Magic-User University. No one will be discriminated against due to race, size (we have several brownies and a giant enrolled here, although classes for the latter are held in a room with a very high roof), or sex. The teachers provide a full range of role-modeling outreach to the diversified student body, as they are likewise of many varieties.

Unlike some magic-user schools, where enrollment is open to anyone who can pull a shrew out of a capulet (and has 40 gp to spend), admission to Magic-Users' University demands exacting criteria established by its founder and benefactor, Taliesin Fields. Tuition is tied to intelligence, with those who score at 18 and above receiving 90% of their tuition paid by the MUU Foundation. This chart follows:

Table 1
Percentage of Tuition Paid

Intelligence	Tuition paid
9-10	0%
11-12	10%
13-14	25%
15-16	50%
17	75%
18 +	90%

Students are required to pay five gp per credit (with a minimum of 30 credits at the end of the year). If they cannot make these payments, loans may be given, but must be paid back within three years at a yearly interest rate of 3%. Students applying for loans may be turned down if they are from the upper classes, as they should be able to pay. Also, students may be turned down for a loan if they do not display sufficient interest in the magical arts.

The following tables list courses offered in each of the three years. Next to each year is the title of the aspiring magic-user and the experience points which must be accumulated at the end of each year, assuming at least 30 credits have been earned. If 30 credits have not been earned in a year, summer work may be performed. If such arrangements are not made, the student will be required to stay for yet another year at MUU, paying that additional year's tuition. For every credit above 30 earned (to a maximum of 40 credits), 20 extra experience points may be gained.

Table 2
First Year Courses

First year	Credits
Meditation	2
Language of Magic	4
Magic Identification I	3
Spell Scribing	3
Fasting	1
Reversed Cantrips	3
Useful Cantrips	4
Concentration I	4
Translating Magic to Common	3
Inks for Scrolls	1
Wand, Staves, Rods, and Rings	2
Use of Herbs and Fungi	3
Speaking in Magic	4
Haunting Cantrips	3

* Neophyte is at -1,001 experience points at the end of the first year.

Table 3
Second Year Courses

Second year	Credits
Person and Person-Affecting Cantrips	3
Concentration	2
Speaking in Magic II	2
Control of Magic	4
Potions: Which is Which?	2
Herbs and Blood in Inks	3
Explaining Components	4
Cantrip Review and Test	4
Runes	2
Material Components	2
Advanced Magic Speech	3
Magical Protections	4
"Don't Talk to Demons" Safety Course	3
Pentagrams and Thaumaturgic Circles	3

* Initiate is at -500 experience points at the end of the second year.

Table 4
Third Year Courses

Third year	Credits
Magical Properties of Gems	2
Legerdemain Cantrips	3
Beginning Cantrip Invention	2
Advanced Runes	2
Control of Magic II	3
Scribing Cantrips onto Scrolls	3
Recognizing Explosive Runes and Other Dangers	2
Herbal Medicine	3
Artifacts and Relics	2
Multi-Classing with Clerics	2
Finals on Cantrips	4
Test on Magic Identification	4
Advanced Herbs and Inks	3
Using Components of All Kinds	4
Psionic Training	2
Read Magic (1st-level Spell)	3

* Initiate is at -1 experience point at the end of the third year.

Course descriptions

First-year courses

Meditation: Learning to focus your attention on the spell.

Concentration: Continuation of Meditation, goes into more depth on concentration techniques.

Concentration II: Final course in this area; student must have taken previous two for enrollment herein.

Language of Magic: Learning the basics of the magical speech.

Magic Identification I: Detecting magical items.

Spell Scribing: Safely writing spells and using proper pens and inks.

Fasting: How going without food increases effectiveness of spells.

Reversed Cantrips: Making spells have the reverse effects.

Useful Cantrips: All students required to take. Teaches the necessary spells.

Translating Magic to Common: Cannot take

unless Language of Magic is also being taken.

Inks for Scrolls: Cannot be taken unless spell scribing is also taken.

Wands, Staves, Rods, and Rings: Teaches the kinds and uses of these items.

Uses of Herbs and Fungi: Practical uses of these natural magic items and how they are used in spells.

Speaking in Magic: It is recommended that this be taken with Language of Magic; it provides a guide to correct pronunciation.

Haunting Cantrips: Teaches the cantrips used to make odd sounds.

Second-year courses

Person and Person-Affecting Cantrips: These cause minor irritations or objects to appear on a person's body.

Speaking in Magic II: Expands upon Speaking in Magic, to show how more difficult words and phrases are pronounced.

Control of Magic: Important course on how to prevent spells from miscasting.

Control of Magic II: Follow-up course to Control of Magic.

Potions: Which is Which?: Allows students to determine safe and harmful potions and what mixing results could be.

Herbs and Blood in Inks: An expansion on the earlier ink courses that teaches how common things can be used for magical inks.

Explaining Components: This course tells the types and purposes of components.

Cantrip Review and Test: For those who took all cantrip courses thus far.

Runes: Teaches the basic runes and their purposes.

Advanced Runes: Completes runes course.

Material Components: Demonstration of all major types and their uses.

Advanced Magic Speech: Taken only if a Magic Speech student does exceptionally well.

Magical Protection: Demonstrates the most important magical protection spells and items.

"Don't Talk to Demons" Safety Course: Tells about dangers of summoning and the rules of pentagrams.

Pentagrams and Thaumaturgic Circles: Teaches how to use them and when you should not.

Third-year courses

Magical Properties of Gems: Tells the abilities of gems and how they can be used in spells, inks, and charms.

Legerdemain Cantrips: This demonstrates the uses of cantrips enabling the caster to change an object's appearance.

Beginning Cantrip Invention: Shows how you can make your own minor spells.

Scribing Cantrips onto Scrolls: Puts training into use to write spells the apprentice has learned with materials they were taught to use.

Recognizing Explosive Runes and Other Dangers: An important course showing how to recognize magical protections without the use of magic.

Herbal Medicine: The druidical course for magic-users! Learn what herbs can be used in spells and healing.

Artifacts and Relics: Teaches history and powers of artifacts and relics (as well as which are which).

Multi-Classing with Clerics: For half-elves only, how to use both classes effectively together.

Finals on Cantrips: A must for all graduates. Must know one of each type and have minimum number of spells in book.

Test on Magic Identification: An important ability, which allows magic-users to identify magic items with or without the use of magic.

Advanced Herbs and Inks: Finishes courses in this area, concluding with a test.

Using Components of All Kinds: How to use somatic, material, and verbal components properly at all levels.

Psionic Training: Teaches Magic-Users how to use this power if they have it, but will not give the ability itself.

Read Magic (1st-level spell): If the apprentice wishes to become a prestidigitator (first rank magic-user), he or she must take this to learn the spell and how to scribe all other 1st-level spells.

Upon graduation, new magic-users receive the following items:

- * Book of cantrips.
- * Book of first-level spells.
- * Robe (with or without box of glittery, self-adhesive stars).
- * Pointy hat.
- * Permission to use Magic Shoppe.
- * One month's supply of spell components.
- * Lifetime membership in the Magic-Users' University Alumni Association.

The Magic Shoppe is located conveniently in the center of the University, and all spell components are sold there. Rare and very rare components should be checked at a 45% and 25% chance respectively. Prices are standard.

Closing notes

Although the authors mention some abilities here which magic-users do not have in the *Player's Handbook*, in cases where the DM deems otherwise, magic-users may have additional non-magical abilities. Without the spell, *detect magic*, for example, magic-users may be given a 5% chance to determine whether a ring or potion is magical. Also, it might seem logical that magic-users would know what to use when they write spells into their spell books. Many magical properties of gems, herbs, and other items can be found in the *Dungeon Master's Guide*. In this case, magic-users may be allowed a 10% base chance (+1% per level of experience) to determine what these properties are.

Sparrow finished the brochure. She went back, reviewed it, and checked it for typographical errors. There being none, she smiled, sorted her papers and left the room to deliver them to Taliesin.