

Magic-User



Among all peoples are those who strive to understand the oft forbidden and 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 that are 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. Magic-users 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 often, to bring prince and king to their knees.

Magic-users are the archetypical wizards, and they are vastly superior to all others in 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, where they act as guides and advisors and attempt to dominate courtly politics. More often though, magic-users work in solitude, far away from the prying eyes and keen ears of enemies, spies, and other magic-users who find them untrustworthy, dangerous competitors. In windswept towers or dank dungeons deep beneath the earth, far from the din of civilization, magic-users find the solitude and quiet necessary to pursue their research and carry out their oft times dangerous experiments.

Though from many walks of life, all magic-users have a few characteristics in common. They are intelligent and 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 successful and powerful of magic-users. And, as they become ever more competent in harnessing eldritch sorceries and control of the world about them, they attempt to bend it to their will. In this, they suffer little distraction and afford interlopers little forgiveness.

Woe to the foe of these powerful magic-users. Garnering their ire means the unleashing of horrid and terrible magics few can understand and fewer still combat. A magic-user's enemies are laid to waste from balls of blue flame and bolts of lightning called from elemental planes or from fiends of the nether worlds conjured forth to act in their name. They can make objects disappear, transport themselves many miles away, see into the darkness, and build walls of force no man can pass. Magic-users are powerful beyond measure.

Their pursuits and studies, and the focus upon the arcane mean a life of laboring over ancient tomes of knowledge. This leaves magic-users little time to learn and become proficient in all but the most common of weapons and not at all capable of using armor that hinders the intricate somatic movements needed to cast many of their spells. Yet this matters little to them as magic-users realize their wits and arcane powers are far more powerful than any sword will ever be and that magics and servants conjured from the elemental planes offer far more protection than any armor could possibly manage.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Magic-User Spells, Spellbook, Spellcasting Focus
2	2	±0	
3	3	+1	
4	4	+1	
5	5	+1	
6	6	+2	
7	7	+2	
8	8	+2	
9	9	+3	
10	+1	+3	
11	+1	+3	
12	+1	+4	
13	+1	+4	
14	+1	+4	
15	+1	+5	
16	+1	+5	
17	+1	+5	
18	+1	+6	
19	+1	+6	
20	+1	+6	

Ability Requirements:	Intelligence 9
Hit Die Type:	d4 (3)
Alignment:	Any
Weapon Proficiencies:	Club, dagger, dart, light crossbow, and quarterstaff
Armor Proficiencies:	None. You may not cast arcane spells in armor.
Saving Throw Proficiencies:	Intelligence and Wisdom
Skill Proficiencies:	Arcana and 3 of the following: Ciphers, Craft (any), Deception, Disguise, History, Insight, Language (any), Nature, Perception, Performance (any), Profession (any), Religion, or Sleight of Hand

Magic-User Spells

A magic-user casts arcane spells from the magic-user spell list (pages 82-84). Each magic-user may prepare a limited number of spells from each spell level per day. The table below lists the number of spells per day a magic-user may prepare from each spell level.

A magic-user must prepare spells before casting them by studying from a spellbook. While studying, the magic-user decides which spells to prepare. Spell memorization and descriptions are covered in greater detail in the Magic section beginning on page 73.

Spell Slots

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

Intelligence is the spellcasting ability for casting magic-user spells, since magic-users learn their spells through dedicated study and memorization. Magic-users use Intelligence whenever a spell refers to their spellcasting ability.



In addition, magic-users use their Intelligence modifier when setting the Saving Throw DC for a magic-user spell they cast.

Spell save DC = 10 + the spell level + the magic-user's Intelligence modifier

Cantrips: Magic-users know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table above.

Ritual Spells: Magic-users may cast spells with the (Ritual) tag beside them at will. Ritual spellcasting adds 10 minutes to the spell's casting time, and requires the magic-user to have learned the spell, scribed it into their spellbook, and have their spellbook on hand.

The Schools of Magic: Spells are divided into nine different categories, or schools, according to the types of magical energy they utilize. Each school has its own special methods and practices.

Although they are called schools, schools of magic are not organized places where a person goes to study. The word "school" identifies a magical discipline. A school is an approach to magic and spellcasting that emphasizes a particular sort of spell. Practitioners of a school of magic may set up a magical university to teach their methods to beginners, but this is not necessary. Many powerful magic-users learned their craft studying under reclusive masters in distant lands.

The nine schools of magic are:

1. Abjuration
2. Alteration
3. Conjunction/Summoning
4. Divination
5. Enchantment/Charm
6. Illusion/Phantasm
7. Invocation/Evocation
8. Necromancy
9. Universal

Spellbook

At 1st level, your spellbook contains all of the magic-user cantrips and four 1st level spells of your choice.

Spellcasting Focus

You can use a spellcasting focus for your magic-user spells. A spellcasting focus is a special item - an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item - designed to channel the power of arcane spells.

Casting some spells requires a material component, as specified in each spell's description. A character can use a spellcasting focus in place of the components specified for a spell. If a cost is indicated for a material component, a character must have that specific component before he can cast the spell.

If this item is lost or destroyed, the magic-user may create another one with suitable raw materials, a day's work, and an applicable Craft skill check. Otherwise the magic-user may purchase a spellcasting focus for twice the listed raw material cost given below.

- **Crystal:** A crystal may be cut and polished with a Craft (Jeweler) skill check. Raw materials cost 5 gold pieces.
- **Orb:** An orb of glass may be created with a Craft (Glassblower) skill check. Raw materials cost 5 gold pieces.
- **Rod:** A rod of iron or other hard metal may be forged or otherwise constructed with a Craft (Smith) skill check. Raw materials cost 5 gold pieces.
- **Staff:** A suitable staff may be created with a Craft (Carpenter) skill check. Raw materials are readily available for no cost, though a purchased staff would cost 5 gold pieces.
- **Wand:** Wands may be made from wood, glass, or metal, and be created through an applicable Craft skill check. Raw materials cost 5 gold pieces.

Specialist Magic-Users

Most magic-users choose not to specialize in any single school of magic. These magic-users are called generalists. Being a generalist magic-user has both advantages and disadvantages.

On the positive side, generalist magic-users face no spell restrictions and, as such, are quite versatile. The other side of the coin is that specialist magic-users cast spells from their school of specialty with greater efficacy than their generalist counterparts.

Specialist Requirements

Title	School	Ability Score	
		Minimum	Opposition Schools
Abjurer	Abjuration	13 WIS	Alteration, Illusion
Conjurer	Conj./Sum.	13 CON	Divination, Invoc./Evoc.
Diviner	Divination	13 WIS	Conj./Summoning
Enchanter	Ench./Charm	13 CHA	Invoc./Evoc., Necro.
Invoker	Invoc./Evoc.	13 CON	Ench./Charm, Conj./Summ.
Illusionist	Illusion/Phantasm	13 DEX	Invoc./Evoc., Necro.
Necromancer	Necromancy	13 WIS	Ench./Charm/Illusion
Transmuter	Alteration	13 DEX	Abjuration, Necromancy

A magic-user who concentrates his effort in a single school of magic is called a specialist. There are specialists in each type of magic, although some are extremely rare. Not all specialists are well-suited to adventuring - the diviner's spells are limited and not generally useful in dangerous situations. On the other hand, player characters might want to consult an NPC diviner before starting an adventure.

Specialist magic-users have advantages and disadvantages when compared to generalist magic-users. The number of spells they can cast increases, but they lose the ability to cast spells of the schools in opposition to their specialty (as shown on the table above). Note that magic-users cannot specialize in the Universal school of magic.

Not all magic-users can become specialists. The player character must meet certain requirements to become a specialist.

- The Minimum Ability Score column of the preceding table lists the ability score minimums needed to study intensively in that school. All schools require at least the minimum Intelligence (9) demanded of a magic-user.
- The Opposition Schools column shows the schools of magic that a specialist magic-user is barred from learning. Spells from the Universal school, which includes all magic-user cantrips, are never barred, as these spells are the basic spells that magic-users require in order to conduct their studies in other schools of magic.

Being a specialist does have significant advantages to balance the trade-offs the character must make. These are listed here:

- A specialist gains one additional spell slot for 1st level and higher spells. These additional spell slots must be filled with a spell from the specialist's school.

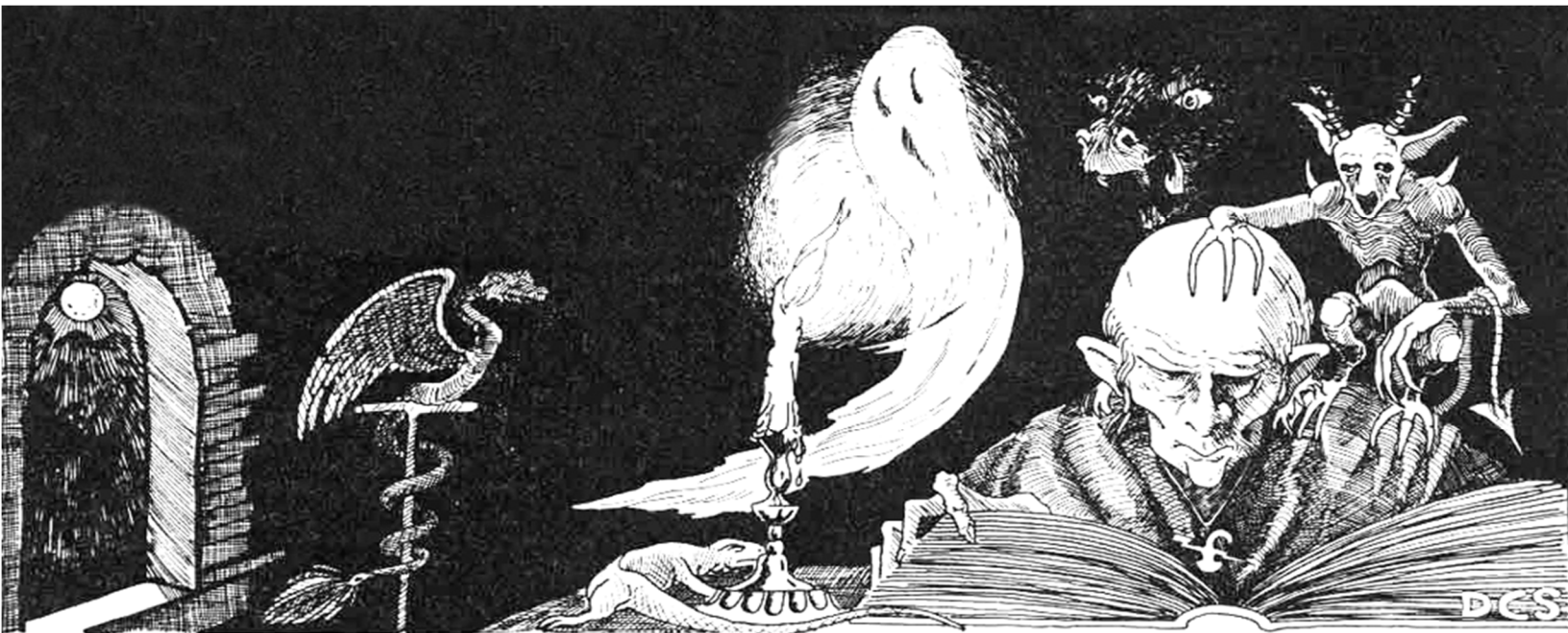
Example: A 1st level illusionist has a total of four 0-level and three 1st level spells. The additional, 1st level, spell slot must be from the school of Illusion/Phantasm.

- Because specialists have an enhanced understanding of spells within their school, they gain a +2 bonus to all Saving Throws they make against spells from that school. Likewise, a specialist adds 1 to the Saving Throw DC for all spells from his chosen school.

Magic-User Spells

	0-Level	1 st Level	2 nd Level	3 rd Level
1	Affect Normal Fires	Alarm	Alter Self	Arcane Sight
2	Audible Glamer	Animate Rope	Blur	Blindness/Deafness*
3	Dancing Lights	Armor	Darkness 15' Radius	Blink
4	Light	Burning Hands	Darkvision	Clairaudience / Clairvoyance
5	Mending	Cause Fear	Deeppockets	<i>Continual Light</i>
6	Message	Change Self	Detect Invisibility	Deep Slumber
7	Prestidigitation	Charm Person	ESP	Delude
8	Read Magic (<i>Ritual</i>)	Chill Touch	Flaming Sphere	<i>Detect Lie</i>
9	Wizard Mark (<i>Ritual</i>)	Color Spray	Fog Cloud	Dispel Magic (<i>Ritual</i>)
10	Write (<i>Ritual</i>)	<i>Comprehend Languages (Ritual)</i>	Fool's Gold	Explosive Runes
11		<i>Detect Evil</i>	Forget	Feign Death
12		<i>Detect Magic (Ritual)</i>	Glitterdust	Fireball
13		Detect Poison	Gust of Wind	Flame Arrow
14		Detect Secret Doors	Hold Undead	Fly
15		Detect Undead	Illusionary Script	Fumble
16		Enchanted Weapon	Invisibility	Gaseous Form
17		<i>Enlarge Person</i>	Irritation	<i>Haste</i>
18		Erase	Knock (<i>Ritual</i>)	Hold Person
19		Faerie Fire	<i>Know Alignment</i>	Improved Enchanted Weapon
20		Feather Fall	Leomund's Trap	Improved Phantasmal Force
21		<i>Find Familiar (Ritual)</i>	Levitate	Invisibility Purge
22		Friends	Locate Object	Invisibility 10' Radius
23		Gaze Reflection	Magic Mouth	Leomund's Tiny Hut
24		Grease	Melf's Acid Arrow	Lightning Bolt
25		<i>Hold Portal (Ritual)</i>	Mirror Image	Melf's Minute Meteors
26		Hypnotic Pattern	Misdirection	Monster Summoning I
27		<i>Identify (Ritual)</i>	Obscure Object	Nondetection
28		Jump	Phantasmal Force	Phantom Steed
29		Magic Missile	Protection from Normal Missiles	Protection from Energy
30		Mount	Pyrotechnics	<i>Protection from Evil 10' Radius</i>
31		Nystul's Magic Aura	Ray of Enfeeblement	Sepia Snake Sigil
32		Obscurement	Rope Trick	Shrink Item
33		Penetrate Disguise	Scare	Sleet Storm
34		<i>Portent (Ritual)</i>	Secret Page	Stinking Cloud
35		<i>Protection from Evil</i>	Shatter	Suggestion
36		Run	Spectral Hand	<i>Tongues</i>
37		Shield	Spider Climb	Vampiric Touch
38		Shocking Grasp	Strength	Wall of Wind
39		Silent Image	Summon Insects	<i>Water Breathing</i>
40		Sleep	Tasha's Hideous Laughter	Wraithform
41		Taunt	Web	
42		Tenser's Floating Disk	Whispering Wind	
43		Unseen Servant (<i>Ritual</i>)	Wizard Lock (<i>Ritual</i>)	
44		Ventriloquism		

Spells listed in italics are reversible. *Blindness/Deafness is the reverse of Cure Blindness/Deafness).





Magic-User Spells

	4 th Level	5 th Level	6 th Level
1	Animate Dead	Airy Water	Analyze Dweomer
2	Cause Disease**	Animal Growth	Antimagic Shell
3	Charm Monster	Avoidance	Bigby's Forceful Hand
4	Confusion	Bigby's Interposing Hand	Chain Lightning
5	Detect Scrying	Break Enchantment	Contingency
6	Dig	Chaos	Control Water
7	Dimensional Anchor	Cloudkill	Death Fog
8	Dimension Door	Cone of Cold	Death Spell
9	Distance Distortion	Conjure Elemental	Demi-Shadow Magic
10	Emotion	Contact other Plane	Disintegrate
11	Enervation	Demi-Shadow Monsters	Enchant an Item
12	Evard's Black Tentacles	Dismissal	Eyebite
13	Fear	Dominate Person	<i>Flesh to Stone</i>
14	Fire Shield	Dream	Geas
15	Fire Trap	Fabricate	Glasse
16	Hallucinatory Terrain	False Vision	Globe of Invulnerability
17	Ice Storm	Feeblemind	Guards and Wards
18	Illusory Wall	Hold Monster	Improved Dispel Magic
19	Improved Invisibility	Leomund's Lamentable Belaborment	Invisible Stalker
20	Leomund's Secure Shelter	Leomund's Secret Chest	Legend Lore
21	Locate Creature	Lesser Planar Binding	Mass Suggestion
22	Massmorph	Magic Jar	Mislead
23	Minor Creation	Major Creation	Monster Summoning IV
24	Minor Globe of Invulnerability	Mind Fog	Mordenkainen's Lucubration
25	Monster Summoning II	Mirage Arcana	Move Earth
26	Otiluke's Resilient Sphere	Monster Summoning III	Otiluke's Freezing Sphere
27	Phantasmal Killer	Mordenkainen's Faithful Hound	Permanent Image
28	Plant Growth	Nightmare	Planar Binding
29	Polymorph	Passwall	Programmed Illusion
30	Rainbow Pattern	Persistent Image	Repulsion
31	Rary's Mnemonic Enhancer	Prying Eyes	Shades
32	Remove Curse	Seeming	Shadow Walk
33	Scrying	Sending	Summon Shadow
34	Shadow Monsters	Shadow Door	Symbol of Fear
35	Shout	Shadow Magic	Symbol of Persuasion
36	Solid Fog	Symbol of Discord	Tenser's Transformation
37	Speak with Plants	Symbol of Pain	<i>Transmute Water to Dust</i>
38	Stone Shape	Symbol of Sleep	<i>True Seeing</i>
39	Stoneskin	Telekinesis	Veil
40	Wall of Fire	Teleport	Wall of Iron
41	Wall of Ice	<i>Transmute Rock to Mud</i>	
42	Wizard Eye	Wall of Force	
43		Wall of Stone	

Spells listed in italics are reversible. **Cause Disease is the reverse of Cure Disease.