

Mysticism & Wizardry



MYSTICISM (Sphere & Rune Sorcery)

The fundamental nature of magic, as learned by Mystics, revolves around two basic facts. Firstly, the recognition of the Eight Spheres of Influence and secondly, the manipulation of these spheres by the Eight Runes of Power. The Spheres and Runes are always arranged into an eight pointed star.

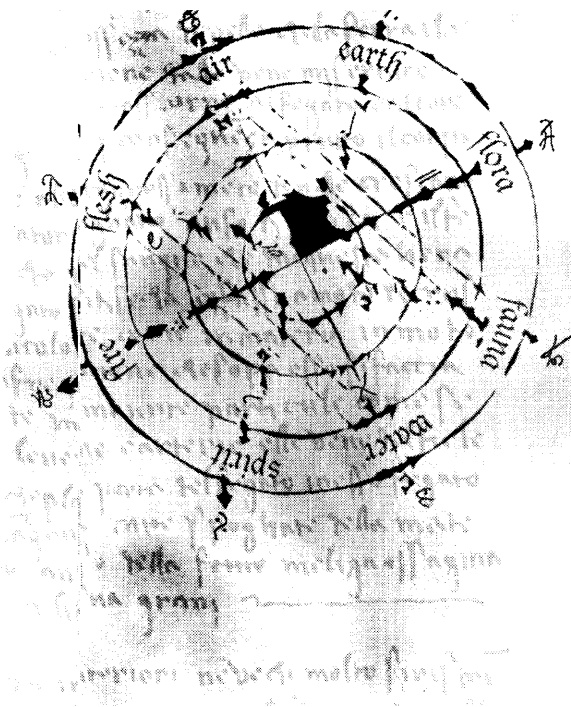
The Spheres of Influence

EARTH – The first of the elements. This sphere includes all minerals and metals, be they base or precious, solid or liquid.

FLORA – The spawn of Earth. This sphere includes all vegetation, from the lowliest fungi to the greatest of trees.

FAUNA – All beasts of subhuman intelligence, including insects, fish, birds, and reptiles.

WATER – The second element, including all liquids composed mainly of water or which rely on water for their composition: lakes, rivers, streams, the sea, the rain, wine, milk and dew.



SPIRIT – The sphere of the senses. Sight, sound, taste, smell, and hearing (other's too). This sphere also governs the soul, the base from which all senses are judged to have emerged from.

FIRE – The third element. This sphere governs all aspects of fire; smoke, heat, and flames. It also covers the associated elements of Light and Darkness.

FLESH – The sphere of Man. This sphere covers all aspects of human intelligence and physical being. Anything that directly affects the flesh and intelligence of humans is the province of this sphere.

AIR – The fourth element. Air governs the movement of the winds, the hurricanes and tornadoes; elements that have the capacity to soothe or to destroy.

The Runes of Power

INHIBITION – This enables the stopping and prevention of things.

DIMINUTION – This effects the reduction of things in size, shape, mass and density.

SUMMONING – This allows the mind of the mystic to enter into the realms that are unseen and untouchable by ordinary people; it allows the mystic to summon forth the inhabitants of other planes.

CREATION – This governs the making of things from raw materials and, in some cases, the making of things where no raw materials are available.

DIRECTION – This masters the movement and redirection of things, either up, down, side to side or in any other permutation possible within the limits of earthly physics.



ENHANCEMENT – This is the opposite of Diminution and promotes the growth or acceleration of things.

DISMISSAL – This is the opposite of Summoning. This power allows a mystic to dismiss from this world creatures that have come from others.

TRANSMUTATION – This rune permits the changing of one thing into another; be it water into ice or steam, or flesh into metal. This is the Rune of ultimate Chaos and as such is the most difficult Rune to master.

Casting Magic

To cast magic, a mystic lapses into a semi-trance, concentrating his conscious mind on the Sphere he wants to affect, while allowing his subconscious to concentrate on the Rune that will be used to manipulate it.. Once the appropriate amount of magic points have been expended, the Rune affects the Sphere, causing the desired effect.

Unlike most magicians, mystics are unburdened by the need to learn individual spells. Each mystic chooses one Sphere and one Rune in which to specialize. The working of magic involving these two elements is simple and inexpensive in cost of magic points to the mystic,. If a mystic wishes to work magic using either a Sphere or Rune that he has not specialized in, the effort is much greater and the cost in magic points proportionately higher.

How much a spell costs in magic points depends on how far away on the Wheel of Spheres or Wheel of Runes the Rune or Sphere is from the one the mystic has specialized in. For each place (in either direction) from the specialized Sphere or Rune, the spell costs one magic point. The sorcerer also includes in this calculation the point of specialization, which itself costs one magic point. Thus, every spell costs at least 2 magic points.

[Example: Fred Parker is specialized in the Sphere of Fire and the Rune of Direction. He wants to cast a spell that will create a small spring of water from which he might drink. To do this, he must manipulate the Sphere of Water (2 places ccw on the Wheel of Spheres from his specialization in Fire; 2 + 1 = 3 mp) and the Rune of Creation (1 place counter- clockwise from Direction on the Wheel of Runes: 1 + 1 = 2 mp). To be successful, he must expend 5 magic points.

If a mystic is working magic in the Sphere and Rune in which he is specialized, the cost is *always* 2 magic points; one for each Sphere and Rune being manipulated. So, in the above example, had Fred specialized in Water and Creation, his spell would have cost 2 magic points instead of 5.

Spells that involve a Sphere and Rune in which the mystic is not specialized are not guaranteed of absolute success. Before casting the spell, the mystic must succeed in a Luck Roll. The Luck Roll is based on the mystic's POW, less the number of magic points needed to cast the spell, and multiplied by 5. This roll is not needed if the magic involves both the Sphere and the Rune in which he specialized. If the Luck Roll fails, so does the spell, and if the roll is fumbled, all magic points used in it are lost as well.

[Example 2: To create his spring, Fred must expend 5 magic points, and roll less than his POW of 18, minus 5 (13), multiplied by 5 or 65%.]

Limits to Magic

DURATION – A spell lasts for a number of rounds equal to the current POW of the mystic. It requires no further magic points to sustain, and can be dispelled at any point by the caster for 1 magic point.

RESISTANCE – As usual, if the target is unwilling, it is

allowed a roll on the resistance table to avoid the affects of the spell. Match magic points vs. magic points.

PREPARATION – A spell takes a number of strike ranks equal to the number of magic points in the spell, and begins on the caster's DEX.

NUMBER OF TARGETS – Only a single target may be selected, however, once prepared, a spell may be cast on subsequent melee rounds on the caster's DEX (The magic point cost remains the same, however).

DAMAGE /STRENGTH – Spells which are intended to do damage (either directly, as in a bolt of fire, or indirectly, as in weapon enhancing spells), spells that are intended to heal / repair damage, and spells that enhance skills follow the Law of Four to One. For every four points of POW that the mystic possesses, the strength of his spell is modified by the table below.

POW/4	Damage / Strength	Base Chance
3	1d6	30%
4	1d8	40%
5	1d10	50%
6	1d12	60%
7	1d10 + 1d4	70%
8	2d8	80%
9	3d6	90%
10	2d10	100%

AREA OF EFFECT – A mystic is limited in how much of a thing he can effect, create, destroy, manipulate, etc.. The GM is the final word, but generally a mystic can affect no more than his POW in ENC of any substance.

RANGE – Mysticism does not generally require touch to be effective. However, a mystic cannot cast magic beyond a radius of his POW / 4 x 10 meters. Certain magics do require touch or close proximity, as determined by the GM.

LEARNING MAGIC – Knowledge of each Sphere or Rune requires 8 points of Free INT. Once learned, they cannot be forgotten. Mysticism requires a minimum INT of 16, of course. If a mystic loses enough INT to drive him below 16 points, he loses his ability to work magic completely.

However, should a mystic gain enough INT, he can take an additional Sphere or Rune which will allow him to create more complex affects.

SPELL EXAMPLES

BOOST [attribute] -- The Sphere of Flesh, and the Rune of Enhancement.

CLOAK [sense] -- The Sphere of Spirit, the Rune of Inhibition.

DAMPEN DAMAGE -- The Sphere of Flesh, the Rune of Inhibition (but to a different purpose than the above example.)

EVOKE [energy] -- This spell is more complex; it requires both the Runes of Creation and Direction, as well as one of the Elemental Spheres.

NEUTRALIZE MAGIC -- This would require the Sphere of Spirit, and the Rune of Dismissal. Unlike a normal Dispel / Dismiss / Neutralize spell, this variant can destroy part of a spell, if the caster overcomes the target in a mp vs. mp roll.

TELEPORT -- Sphere; Flesh, Rune; Transmutation. The Flesh is transmuted from one position to another.

As you can see, this form of magic is very flexible, if sometimes more costly in magic points. In addition, the caster usually gets very nearly what he envisions when he successfully casts his spell.

WIZARDRY

Magica (AD&D Style Wizardry in TalQuest)

In order to become a Wizard one must still meet the stat requirements for a magic-user, see page #25 AD&D Players Handbook, and spend time studying as an apprentice. At this time, this system is designed to use the Magic-User class spells only with others following later if requested. At his apprenticeships end, the new Wizard, now first level, gains one offensive spell, one defensive, and one or two miscellaneous, maybe more if the campaign is dangerous. Spells in these categories are outlined in the first edition AD&D Dungeon Masters Guide, page #39.

LEVELS

Levels are never gained in TalQuest as there are no levels or an experience system that resembles AD&D. This does not limit the caster however. There are skills that the character will learn that will enable him to develop spells he gains eventually making him a powerful foe.

SPELL ACQUISITION

Gaining spells is another matter. Wizard spells are as scarce as Rune spells are to most commoners but not impossible to find. A character may search for years to track one spell down and the value of a found spell book could be worth a small fortune.

LEVELED SPELLS

A Wizard can use a spell of any level, but he is always treated as a first level mage for determination of spell effects. The spell effects can be modified by expending Manips when the spell is cast, see the skill Manipulation section below. Due to the powerful nature of a beginning mage having access to say a Time

Stop spell (9th level in AD&D), there are some rules to follow in spell acquisition. A spell caster wishing to learn a second level spell would have to know at least one first level spell. This also means that a caster wishing to learn a fourth level spell would have to know at least a third level spell, a second, and a first level spell. This is similar to spirit magic where a character must learn a Heal 5 before he could learn a Heal 6.

SPELL COSTS

AD&D Magic-User spells require one point of POW for each of their levels to learn and a magic point for each of their levels (plus a magic point for each manipulation used) to cast. For example: a level four spell would cost four points and a level seven spell would cost seven points.. POW and magic points are regained by spell casters as normal.

SPIRIT MAGIC AND MATRIX SPELLS

Due to their training and abilities, Wizards are able to channel power into magical items and use them like other normal characters but they themselves cannot learn or use spirit spells or rune spells of any kind.

WIZARD SKILLS

When a spell is learned, that spell begins with it's own unique skill chance like most other skills, this skill is called it's Manifest. When the character was trained in magic he was taught several skills, similar to the Arts of Sorcery. These skills are described below in detail:

Manifest (INT + 1d6)

This skill is gained when a spell is learned. It begins at the Intelligence score of the character plus 1d6. This skill enables the character to pull forth the magical essence from the area around him so that he can form and begin his spell. This skill is a blending of material, vocal and physical movements unless otherwise stated in the spell descriptions. Each individual spell has it's own Manifest skill, just as Sorcery spells have their own skill levels. Ceremony can be used with Wizardry spells to increase the casting chance just like with any other spell.

Failure: When a spell fails to manifest, one magic point is spent regardless of what spell was attempted.

Amplify

This skill increases either the damage dice or the number of missiles available to the caster, depending on the spell in question. (The text portion of the spell in question).

Distance

This skill increases the effective range of the spell. (The Range portion of the spell description).

Expansion

This skill increases the area of effect for the spell (The Area of Effect portion of the spell).

Overbear

This skill increases the chance of the spell overcoming

defensive magics. For each magic point in Overbear, the caster's chance of overcoming the target are raised by 5 percentiles. If the caster's chance is nominally less than 05%, it must be increased sufficiently to overcome this handicap.

Reduce

This skill reduces the total magic point cost of casting a spell. Each magic point of Reduce lowers the spell's total point cost by 2, and adds 1 extra SR to those needed to cast. You cannot reduce the total MPs in the spell to less than either the level of the spell in question, or half the total points of manipulation, whichever is greater.

[Example: Thorazine wants to Fireball an onrushing band of euroz, but sees no reason why it should cost him a fortune in magic. He spends 3 on the spell itself (Fireball being 3rd level), 5 on Amplify, and 3 on Reduce. for a total of 11. However, the 3 points spent on Reduce return 6 magic points, so in the end he only spends 5. The spell will take 14 strike ranks to cast (one for each magic points originally placed in the spell, plus 1 more for each level of Reduce).]

Prolong

This skill increases the effective duration of the spell in question. (The Duration portion of the spell in question).

Quicken

This lets you cast a spell in less time. Each level of Quicken reduces the strike ranks needed to cast the spell by 2 (to a minimum of the spell's base casting time), but increasing the magic point cost by 2 per level of Quicken.

[Example: Crossius is laying out a field of Evard's Black Tentacles, using Amplify 7, Expansion 3, Prolong 4, and Quicken 4. (This will give him 7-7hp tentacles covering 90 square feet that will remain for 4 melee rounds). The total magic point cost for this spell is 26 (4 for the spell itself, +7 for Amplify, +3 for Expansion, +4 for Prolong, +8 for Quicken). The casting time is only 14 (8 is the basic time, +14 for the other manipulations, less 8 for Quicken).

(Crossius is obviously a Conjurer with a skill of 81+; otherwise, he'd need a skill of over 171% to cast this spell...)

WIZARDRY SPELLS

I'm not even going to TRY and write up the several hundred previously published spells utilized in AD&D, Talislanta, etc. My best advice here is to use a pencil to make notations as to what modifications you've made to the spell to make it "fit" the level of TQ magic. As these spells often have levels of multispell, range, and intensity "built into" them, diminishing the damage they do (1d6 to 1d4, or even 1d(Intensty) as you see fit for game balance) is not unreasonable.

Wizardry spells cannot be placed into any sort of Spell Matrix. Wizards have their own methods of creating enchanted items, which are extensively detailed elsewhere