

# WIZARDRY

A magic system compatible with the d100 system

Wizardry

Third Edition

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**S**orcery is a general term used for all *d100* magic systems in which the magician makes use of his magic skills rather than any inborn abilities or the abilities of otherworld entities. There are several different schools of magic within the scope of the general term *Sorcery*, one of which is *Wizardsry*.

A wizard is trained in several magical arts and skills, and thru his knowledge about the elements, his skill in conjuring and alterations he manipulates magic energies from the True Sphere and creates magical effects in the mortal world.

In order to become a wizard one must have the advantage 'Magic Talent'. Only those individuals that are born with this ability can feel the magic energies around us and can learn to utilise the esoteric powers as a wizard does. The young wizard spends a minimum of five years as an apprentice, at the end of his apprenticeship the young wizard has learned the basics of his craft and knows three to five basic spells.

## Wizard Arts

A Wizard knows one or more arts, such as conjurations, reversion, evocations, etc. A Wizardsry Art is a Hard Magic skill with a base chance of INT + 1d6. The skill level of an Art cannot be increased by experience; it can only increase as a result of formal training or research.

For each Art the wizard needs to keep track of his *index* in that art, the index governs which spells he may learn. The index is calculated by dividing the skill level by 10 and rounding down to the nearest whole number, e.g. a skill level of 52 in Conjurations means the wizard has an index of 5 in Conjurations.

### Art Index

Art skill level / 10, rounded down

Arts are both used when learning new spells, see "Spell Acquisition" for more details and when manifesting magical effects. The arts of the wizard are: conjuration, divination, enchantment, illusion, manipulation, necromancy, reversion, transformation and the highly esoteric meta-magic art.

**Conjuration:** The art of bringing mundane matter (and in some cases beings) to the conjurer by manipulating the energies from the True Sphere to act in the mortal world. A wizard specializing in conjurations is called a conjurer.

**Divination:** The art of using arcane means to learn secrets and reveal unknown facts. By searching for

objects in the True Sphere and manipulating their energies one may learn things about associated objects in the mundane world. A wizard specializing in divinations is called a diviner.

**Enchantment:** The art of infusing a mundane object or being with some of the properties of the corresponding true object in the True Sphere. This art is also used to a mundane object or being. A wizard specializing in enchantments is called an enchanter.

**Illusion:** The art of creating false or altered input to a mundane beings senses. A wizard specializing in illusions is called an illusionist.

**Manipulation:** The art of manipulating the objects in the True Sphere and create (or destroy) mundane versions of those objects. A wizard specializing in manipulations is called a manipulator.

**Meta-Magic:** The art of manipulating magic itself. This art is used to manipulate existing spells and spell like powers.

**Necromancy:** The art of life magic and death magic. This art can both be used to heal and to wound, to give life and take it. A master of necromancy who uses his arts to heal and help others is called a White Mage; someone who uses it to do harm and create undead beings is called a Necromancer.

**Reversion:** The art of reversals and negations. Reversion spells acts to protect, hinder and negate other magical energies. A wizard specializing in abjurations is called a reversionist.

**Transformation:** The art of using the power of the true object to transform and change the properties of a corresponding mundane object. A wizard specializing in transformations is called a transformer.

**Common:** A few spells works with all the arts or are a blend of several principles. These spells are called "common spells".

## Ritual Magic

Wizards use ritual magic the same way as all other magicians do, by using the magic skills ceremony, enchant and summon. Please read the chapter on ritual magic for more details.

## Levelled Spells

A Wizard can use and learn spells which are of a level lower or of equal level to his index in the art which the spell belongs to.

## Spell Acquisition

All wizard spells are created using magic skills, and the spell (which in the case of Wizardsry is best

viewed as a magic recipe) is learned by studying old manuscripts, analysing spell scrolls and deciphering arcane treatises. This is a time consuming, and possibly dangerous, process.

The wizard uses his skill in a magic art to learn new spells. This is really a research project. The skill level in the art forms his base chance of learning the spell, it is supplemented by the quality of the manuscripts used, any additional instructions given, and the time spent researching the spell.

Spell Research Bonus Table	
<b>Spell scroll:</b> a brief description of the spells effect, but no notes on how to cast it.	+05
<b>Brief notes:</b> A set of brief notes on the spell, only some basic information about the spell is given	+10
<b>Spell description:</b> good coverage of the spell, concise notes on how to cast the spell.	+20
<b>Spell manual:</b> complete coverage of the spell, and on how to cast it and how it works.	+30
<b>Spell treatise:</b> extensive descriptions on how to cast the spell, complete coverage of the relevant magic theory.	+50
<b>Tuition:</b> A wizard who knows a spell can teach it to another wizard, the bonus is based on the success level of the teachers Instruct skill roll. A success by the teacher adds 50 percentiles to the base chance, a special success adds 70 percentiles, and a critical adds 90 percentiles. A failure adds nothing, a special failure subtracts 30 percentiles and a fumble subtracts 60 percentiles.	

The basic research period is 50 hours per level of the spell. For each 10 hours per level reduction subtract 10 percentiles from the chance of learning the spell, a minimum of 10 hours per level of spell must be spent researching it. For each 10 hours per level added, add 5 percentiles to the chance of learning the spell.

When a spell is successfully learnt the wizard may add the spell to his collection of spells. Make a note on the character sheet of the spells name, the art used to manifest it and its level of difficulty. A failure to learn a spell only means that the spell was not learnt, a special failure subtracts 1d6 from the chance to learn the spell the next time, and a critical failure subtracts 2d6 from the next attempt to learn the spell.

The time spent researching spells also counts as research of the art. Each time a wizard spends an number of hours equal to his skill level in the art researching a spell the wizard is awarded one research roll in that art as per the standard research rules. This improved skill level in the art cannot be used until the next attempt to learn a spell, i.e. the wizard always uses the skill in the art he had when he began researching the spell.

## Spell Research

A wizard can also create new spells. The process is similar to learning existing spells; the wizard uses his skill level in an art as the base chance, and supplements it with various bonuses. The time requirement is the same, 50 hours per level of the spell. Having access to a library, treatise in magic theory, a laboratory and/or assistants makes the task easier.

Spell Research Bonus Table	
Per assistant	+10
Small library	+10
Medium library	+15
Large library	+20
Extensive library	+25
Treatise relevant to the project	+10
Small laboratory	+05
Medium laboratory	+10
Large laboratory	+15
Extensive laboratory	+20

Assistant's needs to succeed in their arts skill-check to be of any help, if they fumble however, they are not very helpful and each such assistant subtracts 5 percentiles from the final roll.

The benefits of a library, a treatise and a laboratory are all added to the base chance, however one cannot benefit from more than one library or laboratory at a time, if a wizard happens to have access to more than one library or laboratory use the bonus from the best in either category.

When a spell is successfully researched the wizard may add the spell to his collection of spells. Make a note on the character sheet of the spells name, the art used to manifest it and its level of difficulty. A failure only means that the spell was not successfully created, a special failure subtracts 1d6 from the chance to create the spell the next time, a critical failure subtracts 2d6 from the next attempt to create the spell.

## Other types of Magic and Matrix Spells

Wizards can use any other type of sorcery. Spirit magic spells that does not need magic talent can be used by wizards (as is the case with other sorcerers), and wizards can also use divine magic from gods who accepts sorcerers (or wizards) as worshippers. They can also use Spell matrixes created by magicians from other magic systems.

## Game Mechanics

This part of the document details the game related rules used when a player character wizard wishes to cast a spell. *Wizardry* is different from many other magic systems designed for use with the d100 system (including the second edition of *Wizardry*) in so far that spell casting does not normally consume any magic points; it's only when the character attempts to cast spells which he has not mastered that his energy reservoir becomes crucial.

## Manifesting Spells

When a wizard wants to manifest a magical effect he uses a receipt, a spell, to manipulate magical energies and principles on the True Sphere and channel those energies into the mundane world so that he can form the desired magical effect.

To manifest a spell the wizard combines vocal elements, such as chanting, with hand and body movements. In some cases spell props and or spell focuses are also necessary to form the spell.

A wizard's mastery of the arts has a profound effect on his ability to manifest spells. The Effective Art Level percentile chance of manifesting a spell is the skill in the relevant art minus the difficulty of the spell times five.

### Manifesting spells

$$\text{Art} - (\text{spell level} \times 5) = \text{Effective Art Level \%}$$

*Example: A wizard with a skill of 65% in Manipulation tries to manifest a Fireball (a level 3 spell). The wizard would have an Effective Art Level of  $(65 - (3 \times 5))$  50%.*

As with all other types of magic the ceremony ritual magic skill can be used to enhance the chance of manifesting a wizardry spell.

## Fuelling Spells

A wizard draws upon the flow of supernatural energy that surrounds him when fuelling his spells. As noted above spells does not cost any energy to cast unless the wizard attempts to manipulate a spell with more energy than he can control, a wizard that tries to cast a to powerful spell gambles with his very own existence. Wizards use fatigue points rather than magic points to fuel their spells, they can use magic points stored in devices or drawn from spirits (or even from themselves) but normally they rely on their own stamina. This rule is a major change from the second edition of these rules, and to keep spell descriptions compatible with earlier editions we still refer to magic points when describing how much energy is needed to fuel specific effects.

The main rule is:

- as long the wizard succeeds in forming a spell, which he can control, the spell costs only 1 FP to cast.
- If he fails he must pay the normal cost for the spell, if he fumbles he must pay triple the normal cost.

The base cost, in fatigue points, of manifesting a spell is always one (1) point of fatigue.

A wizard can fully control a spell that cost up to Effective Art Level / 5 in fatigue points.

### Controlling spells

$$\text{Effective Art Level} / 5 = \text{Fatigue points the wizard can control}$$

*Example: the spell Energy Drain is a level 4 necromancy spell. A Necromancer with a Necromancy art skill of 65 has a Effective Art level of  $65 - (4 \times 5) = 45\%$ . The Necromancer can control a Energy Drain spell that costs up to  $(45 / 5)$  9 FP.*

A wizard, who has mastered an Art, i.e. has more or equal to 90% chance of using that art, can use as many fatigue points in the spell as he pleases.

If the wizard attempts a spell which he is not able to fully control, then he must always pay the normal cost for the spell when he tries to form it, if the spell fails he must pay double the normal cost, if the spell fumbles he must pay triple the normal cost. A special success will cut the normal cost in half and with a critical success the wizard need only pay one (1) fatigue point for the spell.

Even if the wizard can control the spell he may still power the spell with fatigue points if he wants to, he will receive a small bonus of 5 percentiles when doing so, because he is "over-powering" the spell. If the wizard wants to use an external power source he must fuel the spell, whether or not he can control it. This method is often used by high level magicians to protect themselves against the dangers of failing to form spells that have been heavily manipulated.

Wizards regain fatigue points as per the standard rules.

## Using External Power Sources

The wizard may elect to use an external power source, such as an mp storing device or an mp spirit. When using an external power source all power is drawn primarily from that source and only if the external power source runs out of magic points is the wizard required to fuel the spell himself. External powers sources may of course be linked to

several others, thus creating a magic point pool, see the Ritual Magic chapter for more details.

## Manipulating Spells

A wizard may as has been noted above try and channel more energy into a spell, thus manipulating various properties of the spell. In this way the wizard can increase the effect of the spell, prolong its duration, extend its range, etc. Each level of effect that is thus channelled into the forming process of a spell costs one (1) fatigue point.

The common ways of manipulation are:

### Amplify

By amplifying the spell a wizard may manipulate the strength of the spell, for example the damage done, or the POT value to resist when simulating a potion or trying to choke someone. As a general rule, damage increases exponentially with the increase of power put into the spell.

Amp.	Dam.	Amp.	Dam.	Amp.	Dam.
0	1	4	2d8	8	4d10
1	1d4	5	2d10	9	9d6
2	1d8	6	4d6	10	11d6
3	2d6	7	3d8	11	13d6

The effect of amplify on spells that does not deal damage varies, See the individual spell descriptions for more details.

### Distance

This way of manipulation is used to increase the range of the spell. A ranged spell has a default range of 10 meter, each point of distance manipulation doubles that range.

Ran.	Dist.	Ran.	Dist.	Ran.	Dist.
0	10m	7	1.3 km	14	160 km
1	20m	8	2.5 km	15	320 km
2	40m	9	5 km	16	640 km
3	80m	10	10 km	17	1 300 km
4	160m	11	20 km	18	2 500 km
5	320m	12	40 km	19	5 000 km
6	640m	13	80 km	20	10 000 km

### Overbear

By manipulating the force of the spell the wizard can more easily break down magical defences. In the same way as Shamans may boost their spells only by expending extra magic points a wizard can boost his chance of defeating any magical defences. The trade-off is that the spell becomes more difficult to control. For each fatigue point channelled into the spell while using Overbear, the wizard's chance of defeating the target is raised by 5 percentiles. Overbear can only be used to increase the chance of winning a POW vs. POW contest.

### Prolong

This manipulation is used to increase the duration of a spell. The basic duration of spell is 10

minutes, each point of prolonging manipulation doubles that duration.

Pro.	Dur.	Pro.	Dur.	Pro.	Dur.
0	10 min	7	21+ h	14	16+ w
1	20 min	8	1+ day	15	32+ w
2	40 min	9	3+ days	16	1+ years
3	80 min	10	1+ w	17	2+ years
4	2+ h	11	2+ w	18	5+ years
5	4+ h	12	4+ w	19	10+ years
6	10+ h	13	8+ w	20	20+ years

### Quicken

This manipulation lets the wizard speed up the casting of a spell. For each point of Quicken used the time to cast the spell is reduced by two and the fatigue point cost of the spell is increased by two. One cannot reduce the casting time below the base casting time of the spell, which is equal to the level of the spell.

*Example: Oslev, from the previous example, this time needs to cast a Walk on Air spell really quick. He needs no extra duration so the base cost is 1 +18 FP. He then adds 9 points of Quicken, which reduces the casting time by 18 SR, down to his base Dex casting time for spells. The spell costs Oslev 37 FP to cast!*

### Volume

Increase the amount of matter affected. Each point of volume increases either of the volume, the area, the radius or the diameter of the manipulated spells area of effect. See the individual spell descriptions for more details.

## Casting Time

The base casting time of any spell is the number of FP used times one second. Since the casting time is the same for all spells it's not noted in the spell description. Depending on the Strike Rank system used you would calculate the total casting time by counting from the DEX SR and up or from the DEX value and down. In any case each FP used increases the casting time with one SR. The skill quicken can be used to reduce the casting time of a spell.

## Maintaining spells

A magic-user may only maintain a certain amount of magic at any given point. The amount of magic a wizard can maintain is based on the index value of all his art and spell manipulating skills. A wizard cannot maintain more energy at any given time than this value which is also called the Spell Maintenance Index.

### Spell Maintenance Index

A wizard can maintain spells up to an amount of FP equal to the sum of the skill indexes of all his art and spell manipulating skills, at any given point in time.

*Example: a wizard with a Maintain Index of 16 can cast and maintain up to 16 FP of spells. So if the wizard casts a Barkskin spell of amplify 3 and prolong 5 and a Detect Magic spell of prolong 5 he would only be able to cast and maintain 5 more points!*

## Spell Signatures

Each wizard has his own way of doing magic - his own personal version of wizardry; the way he casts his spells reflects his personality, his mood (at that point in time), and is coloured by his opinions and attitudes towards the target. The individual nature of magic is expressed in a wizard's signature. Each spell a given wizard casts has a property, such as a smell, a sound or a colour, which is unique to that wizard. Someone well versed in lore's might in fact be able to identify a wizard by the signature of his spells. Examples of signatures are:

*An aggressive wizard:* a faint smell of brimstone.

*A caring female wizard:* the smell of freshly baked bread.

*A prideful wizard:* a shining light flashing around the area of effect.

*A wizard born by the sea:* the sound of seagulls is heard when his spells are cast.

A wizard can try to suppress his signature by taking a -10 modification to his chance of manifesting the spell.

Note that all use of magic gives of some visible effects and these effects cannot be suppressed. Spells cast by magic users from species who primarily relies on other senses (such as sonar) have "visible" effects in that medium instead. For example, the magic of a wholly blind species living in the dark would have sound effects rather than visible effects.

## Spell Props

Some wizardry spell *requires* one or more props to help form and stabilize the arcane energies used. Without these props a wizard cannot cast the spell! Examples of such props are: a feather from an eagle, batwing powder, jellied snake eyes, various dried herbs, etc. A small quantity of the prop, a milligram or two, is consumed when the spell is cast, and this is regardless of whether the spell succeeds or not. A prop may also be optional; in that case a bonus is given in a parenthesis. The prop, if any, is described in each spell's description.

## Spell Focus

In some cases a wizard needs to employ a spell focus (an item with an arcane connection to the

spell) for a wizardry spell to take effect. For example: a scale from a dragon, a silver mirror, an arrow, a miniature sword, etc. The focus needn't be full scale objects, miniatures that represent the needed item work equally well. These focuses can also be optional; in that case a bonus is given in a parenthesis. Refer to the spell description for details about the focus, if any.

## Spell Targeting

Some spells, particularly offensive ones who deal damage to the spells target, have to be aimed at a target to achieve the desired effects. The ability to aim a spell at a target is included in the spells manifest skill. However, not all such spells affects the target at the blink of an eye, some spells create missiles that needs to travel to the target. Such missiles are either treated as projectiles or thrown objects as far as defensive measures are considered, that is a spell that acts as a thrown weapon can be dodged or even parried.

When a missile has to travel over a large distance, that is ranges of more than 500 meters, and the target is aware of the incoming missile, the missile can be more easily avoided. At ranges of 500 to 1000 meters, allow a dodge or parry at +30 percentiles chance for all slow, thrown weapon style, magic missiles and allow dodge or parry at half normal chance for projectiles. At ranges above 1000 meters the target needs to be stationary or moving along a predictable route for the wizard to be able to hit it.

When targeting a moving target, roll the manifest skill as normal, if the result is less than 10 percentiles below what was needed then the spell was successful but missed its target, and depending on the range left and the angle of attack the magic missile may carry on its flight and strike something or someone else.

## Gestures and Sound

A wizard, as does all magicians, needs to use words and gestures to bring forth the magical energies used to form the spell. However, since wizardry is a skill based type of magic, a skilful wizard can do with less sound and gestures. Use the following tables to find the modifications to a wizards manifest skill when the wizard uses less or more sounds and gestures when casting a spell:

Sounds	
Very loud chanting, screaming	+10
Loud and clear chanting	0
Conversational chanting	-10
Whispering chanting	-20
Silence	-30

Gestures	
Frenetic dancing, jumping and waving	+20
Dancing, jumping and waving	+10
Obvious motions	0
Few motions	-10
Discrete, subtle motions	-20
Motionless	-30

It's not possible to avoid noticing a wizard who is employing frenetic dancing and loud chanting when casting a spell. Even when casting a spell the normal way, it should be quite obvious to any observer what is going on. Add +10 to the bonuses given to the wizard to an observer's listen skill and scan skill to see if he notices the casting.

## Wizards Spells

All wizardry spells have a few parameters in common. Temporal wizardry spells have a base duration of 10 minutes. Ranged spells have a base range of 10 meters. Many wizardry spells are active, but one has to refer to the spell description for further details. Some spells are labelled as "Attack" spells, these spells need to overcome the magic defences of the target to be effective. All spells have a base spell intensity of 1, the exact meaning of which varies from spell to spell.

All spell descriptions use the following format:

### Spell title (Art - Level)

Attack Spell, Range, Duration, Active/Passive

Spell description

*Spell Props:*

*Spell Focus:*

## Optional Rules

Optionally a wizard may be allowed to draw upon his own raw POW to fuel a spell. The POW used will be permanently lost. For each power point used in this fashion the wizard gets five points' worth of manipulation, and a +10 percentile bonus to succeed with the spell. The entire spell must be cast using fatigue points gained by trading POW, the maximum possible chance of success remains 95%. The wizard can of course only cast spells in this way that he knows.

Optionally a wizard may also be allowed to sacrifice himself, by drawing all his power to fuel a spell. The spell will have a 95% chance of succeeding. The spell must be known by the wizard. The spell must be fully manipulated by the fatigue points gained by trading the wizard's POW for FPs. For each power point the wizard receives five fatigue points.

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<b>Divine Magic</b>	The "magic" used by priests. The source of the effect of a divine magic spell is a diety or a servant of a diety, so in effect a priest using divine magic does not really cast a spell, he calls upon his diety and requests help. Divine magic is "paid" for in advance using raw POW or to put it in another way: the priest sacrifices a part of his being to gain a favour from his diety - it's like pennies in heaven, only you can withdraw some of your cash... One does not have to have the Magic Talent advantage to be able to use divine magic but most of the more powerful magics are only available to priests, ordinary worshipers have to do with lesser magic.
<b>Fatigue Points</b>	Used by Wizards to fuel their magic. Fatigue points are added to a running total, a well rested and otherwise healthy character has zero (0) fatigue points. The maximum number of fatigue points a character can have is the sum of his CON + STR. If a characters current fatigue points are equal to or above his maximum, then that character is considered exhausted and is unable to do anything. A character that has fatigue points equal to or above his max. FP + CON are unconscious. Each fatigue point adds a -5 percentile negative modifier to all actions, whether they are physical or mental.
<b>Instant Spells</b>	Instant spells take effect instantly. That is, they infuse their magic in or on the target instantly, but the effects of the magic might last for quite some time or even be permanent, a healing spell for example is instant but the effect is permanent.
<b>Magic Talent</b>	The ability to "feel" the flow of magic energy. Magic Talent is essential to anyone who wants to control and manipulate magic. Beings with a Magic Talent may or may not, depending on the setting, create discomfort in other beings as a result of their affinity for magic.
<b>Permanent Spells</b>	A few spells lasts forever, or at least as long as the target of the spell exists. Most spells with permanent duration are actually instant; they take effect by the blink of an eye but lasts forever.
<b>Sorcery</b>	Sorcery is a catch all name given to all magics which relies on the skill and knowledge of mortals rather than the aid of supernatural beings. Alchemy, necromancy, witchcraft and wizardry are all examples of sorcery.
<b>Spirit Magic</b>	The magic used by shamans and common folk. Spirit Magic is also (somewhat incorrectly) called "Folk Magic". The source of Spirit Magic is ultimately not the magician himself but the spirits of the otherworld, it is they who teaches mortals how to do magic, a process which in itself is magical.
<b>Temporal Spells</b>	Most spells have a limited "lifetime", they are cast on a target and their effect on the target then lasts for a limited amount of time after which it dissipates.
<b>True Sphere</b>	This concept is derived from Plato's idea that the things we can perceive around us are merely imperfect versions of the abstract objects which can be found in a more perfect world that lies outside time and space. The True Sphere or True World is populated by objects (and possibly entities) which are perfect and true to their nature and by contemplating on those objects a magician can "tap" into them and by using the power and knowledge then gained a corresponding, lesser, imperfect, object in the mundane world can be manipulated, altered, destroyed or created by the magician.





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