

## WIZARD

*"You cannot pass," he said. The orcs stood still, and a dead silence fell. "I am a servant of the Secret Fire, wielder of the flame of Anor. You cannot pass. The dark fire will not avail you, flame of Udûn. Go back to the Shadow! You cannot pass."* – Gandalf, in The Lord of the Rings (J.R.R. Tolkien)

Prime Requisite: INT

Requirements: None

Hit Dice: 1d4

Maximum Level: 14

Wizards are mankind's mightiest practitioners of arcane magic. The most powerful wizards can shatter the gate of a fortress with a blow from their staff, and summon up a thunder-storm with a song. Some wizards succumb to the temptations of their great power, and are counted among the enemies of men; but most use their knowledge to advise, guide, and protect the realm from the evils that assail it.

Wizard Level Progression					Wizard Spell Progression					
Experience	Title	Level	Hit Dice	Special Abilities	1	2	3	4	5	6
0	Initiate	1	1d4	College, prestidigitation, spells	1	-	-	-	-	-
2,500	Adept	2	2d4	-	2	-	-	-	-	-
5,000	Theurgist	3	3d4	College	2	1	-	-	-	-
10,000	Magician	4	4d4	-	3	2	-	-	-	-
20,000	Thaumaturge	5	5d4	Magic research (minor), college	3	2	1	-	-	-
40,000	Enchanter	6	6d4	-	3	3	2	-	-	-
80,000	Conjurer	7	7d4	-	4	3	2	1	-	-
160,000	Mage	8	8d4	-	4	3	3	2	-	-
310,000	Wizard	9	9d4	Magic research, college, tower	4	4	3	2	1	-
460,000	Wizard, 10 <sup>th</sup> level	10	9d4+1*	-	4	4	3	3	2	-
610,000	Wizard, 11 <sup>th</sup> level	11	9d4+2*	Magic research (advanced), college	5	4	4	3	2	1
760,000	Wizard, 12 <sup>th</sup> level	12	9d4+3*	-	5	4	4	3	3	2
910,000	Wizard, 13 <sup>th</sup> level	13	9d4+4*	-	5	5	4	4	3	2
1,060,000	Wizard of the Council	14	9d4+5*	-	5	5	4	4	3	3

\*Hit point modifiers from constitution are ignored

At first level, wizards hit an unarmored foe (AC 0) with an attack throw of 10+. Like mages, they advance in attack throws and saving throws by two points every six levels of experience. Wizards are limited to fighting with the weapons taught by their college (see below), and are unable to use shields, fight with two weapons, or wear any kind of armor.

All wizards can magically accomplish simple illusions and sleight of hand tricks suitable for impressing peasants, such as lighting a candle or shaping a smoke ring, at will. To cast these **prestidigitations**, the wizard merely must be able to perform the task physically, and be free to speak and gesture. He may use prestidigitations to pick pockets as a thief of one half his class level.

As they grow in power, wizards are able to **learn and cast arcane spells** as a mage of their class level. The number and levels of spells the wizard can use in a single day are listed on the Wizard Spell Progression table. A wizard's spell selection is limited to the spells in his **repertoire**. A wizard's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. All wizards can use any magic items usable by mages.

A wizard's advancement in the magical arts is shaped by his **college of wizardry**. The origin of the colleges of wizardry is lost in the mists of time. However, the colleges of Artifice, Fellowship, Lore, and Nature are believed to be the oldest of the colleges. Graduates of these colleges are known for their white, grey, blue and brown robes, respectively.

When a wizard is created, select a college for the character from the Wizard Colleges table below. (Judges may create colleges specific to their campaign setting if desired.) Each college teaches the use of a selection of four

weapons for self-defense, four proficiency selections which are added to the Wizard Proficiency List as potential class proficiency choices, and four special abilities earned as they advance in level.

College	Description
<b>Artifice</b>	The college of Artifice sees magic as a mechanical process to be studied systematically in order to decipher its operations and improve upon them. Its wizards frequently seek out the company of dwarves, who share their fascination with artificial things made with metal and fire.
<b>Fellowship</b>	The college of Fellowship teaches that magic is a manifestation of the divine spark within every sapient creature. Its wizards are often found in adventuring parties, carrying divine light into the shadowed places of the world.
<b>Lore</b>	The college of Lore teaches that magic is governed by secret laws and esoteric principles. Its wizards seek out forgotten knowledge and share insights with sages and scholars.
<b>Nature</b>	The college of Nature views magic as a force of nature, created and sustained by life. Its wizards live in the wild places of earth, and find friendship with birds, beasts, elves, and shamans.

### Wizard of Artifice

Class Proficiencies: Bargaining, Bribery, Command, Siege Engineering

Weapons: Dagger, dart, staff, whip

1<sup>st</sup> level: The wizard has studied the craft of magic and the methods by which it is worked into objects. The wizard gains one rank of **Magical Engineering** proficiency.

3<sup>rd</sup> level: The mechanisms of war are among the most intricate ever crafted by man, and worthy of deep study. The wizard gains one rank of **Siege Engineering** proficiency.

5<sup>th</sup> level: The science of making reveals the art of unmaking. Once per day the wizard can cast **dispel magic** (as the 3<sup>rd</sup> level arcane spell).

9<sup>th</sup> level: Years of careful laboratory work begin to pay off as the wizard develops **flawless precision**. When conducting ordinary magic research (i.e. not using experimental methods), the wizard avoids automatic failures on unmodified die rolls of 2-3. An unmodified die roll of 1 is still an automatic failure, however.

11<sup>th</sup> level: The wizard is an **innovative researcher** capable of devising solutions that other wizards would never even conceive of. His bonus on magic research throws from using experimental methods is doubled (e.g. conventional methods provide a +4 bonus).

### Wizard of Fellowship

Class Proficiencies: Beast Friendship, Command, Divine Blessing, Leadership

Weapons: Club, dagger, dart, staff

1<sup>st</sup> level: The wizard is an ever-present reminder of light and hope in a dark world. He gains the ability to **inspire courage**, as a bard.

3<sup>rd</sup> level: The wizard is ready to take the battle to the enemy. He gains **Martial Training** in short swords, swords, and two-handed swords.

5<sup>th</sup> level: Though he may take a humble mien as he walks among the common man, a wizard in the fullness of his power is a luminous being that the dark cannot stand against. Once per day the wizard can cast **sustained protection from evil** (as the 3<sup>rd</sup> level arcane spell).

9<sup>th</sup> level: The wizard is blessed with an **aura of protection** that grants a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. The wizard's aura of protection appears as a golden halo when viewed with magic.

11<sup>th</sup> level: The powers of darkness cannot stand before the wizard's **bright lore**. The character can turn undead as a cleric of one-half his class level. If the character casts spells that require a saving throw versus Paralysis, his targets suffer a -2 penalty on the save. When the character casts spells that dispel or protect against magic or evil, the spell effects are calculated as if he were two class levels higher than his actual level of experience.

### Wizard of Lore

Class Proficiencies: Mapping, Navigation, Riding, Seafaring

Weapons: Dagger, dart, sling, staff

1<sup>st</sup> level: The wizard has undertaken a careful study of ancient annals and occult mysteries. He gains the **Loremastery** proficiency.

3<sup>rd</sup> level: Few books and scrolls of interest to the wizard are written in the Common tongue, so the wizard must master obscure scripts, codes, and languages. He may **read languages** (including ciphers, treasure maps, and dead languages, but not magical writings) with a proficiency throw of 5+ on 1d20. If the roll does not succeed, the wizard may not try to read that particular piece of writing until he reaches a higher level of experience.

5<sup>th</sup> level: In his studies, the wizard has learned ancient runes of power. Once per day, he can cast **glyphs of warding** (as the 3<sup>rd</sup> level divine spell).

9<sup>th</sup> level: The wizard's pursuit of magical learning has revealed **secret knowledge**. He may add any four spells of his choice to his repertoire of spells known.

11<sup>th</sup> level: By studying astrology and metaphysics, the wizard masters the **lore of the stars and spheres**. The wizard is able to learn and cast ritual magic at half the usual base time and cost.

### Wizard of Nature

Class Proficiencies: Animal Husbandry, Contemplation, Divine Health, Survival

Weapons: Club, dagger, sling, staff

1<sup>st</sup> level: As a **friend of birds and beasts**, the wizard can understand the subtle language of normal animals. He gains a +2 to all reaction rolls when encountering animals, and may take them as henchmen. He can identify flora and fauna with a proficiency throw of 11+.

3<sup>rd</sup>: The ways of the wild include the art of the hunt. The wizard gains **Martial Training** in short bows, short swords, and spears.

5<sup>th</sup> level: So close has the wizard grown to his wild kin that their shape is as natural to him as his own skin. Once per day, the wizard can **skinchange** (as the 3<sup>rd</sup> level arcane spell).

9<sup>th</sup> level: The spirits of nature reward the wizard with an **animal companion**. A wizard of nature's animal companion is mechanically identical to a shaman's totem animal (see Player's Companion, p. XX).

11<sup>th</sup> level: Due to his **attunement to nature**, the wizard gains a +1 bonus to surprise rolls when in the wilderness. All ordinary animals within 5 miles of the wizard's home or sanctum become kind and helpful, knowing him as a **steward of the wild**.

The great power of wizards comes at a high cost, however. The magic taught by colleges is **shaded**, and can be dangerous to the wizard's soul. Wizards gain corruption whenever they learn or cast black magic, or cast grey magic for corrupt purposes. See the rules for **Shades of Magic** in Axioms issue 1.

When a wizard of any college reaches 5<sup>th</sup> level (Thaumaturge), he may begin to research spells, scribe magical scrolls, and brew potions. When a wizard reaches 9<sup>th</sup> level (Wizard), he is able to create more powerful magic items such as weapons, rings, and staves. A wizard may also build a **wizard's tower** when he reaches 9<sup>th</sup> level. He will then attract 1d6 apprentice wizards of 1<sup>st</sup>-3<sup>rd</sup> level plus 2d6 young people seeking to become wizards. Their intelligence scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the wizard's service, apprentices must be provided food and lodging, but need not be paid wages. If the wizard builds a **dungeon** beneath or near his tower, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

At 11th level, a wizard may learn and cast ritual arcane spells of great power (7<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> level), craft magical constructs, and create magical cross-breeds. If chaotic, a wizard may create necromantic servants and even become undead himself.

**Wizard Proficiency List:** Alchemy, Battle Magic, Black Lore of Zahar, Collegiate Wizardry, Craft, Diplomacy, Elementalism, Elven Bloodline, Familiar, Healing, Illusion Resistance, Knowledge, Language, Laying on Hands, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Quiet Magic, Sensing Power, Sensing Evil, Soothsaying, Transmogrification, Unflappable Casting