

ARS MAGICA FOR ADVANCED DUNGEONS & DRAGONS

New Character Class: The Magus

MAGUS

Experience Point Chart:	1
2nd Level XP:	2,000
Hit Dice (1st – 10th):	d4
Hit Points (11th+):	+1 / level
Attack Progression:	+1 / 3 levels
Best Armor Type:	None
Weapon Proficiencies:	1
Save Proficiencies:	2
Progressions:	Magus (9 spells at 1st lvl)
Suggested Features:	War Caster

The magus character class is based on the Hermetic magi of the Ars Magica roleplaying game. These characters use the Hermetic magic system of that game, converted to AD&D rules.

The Magus Experience Table

Each column of the Magus Experience Table is explained as follows. **Spells Known** shows the total number of magus spells gained from level advancement only. The **Major Arts** column shows the total number of Hermetic Arts the magus character has that are Major. The player chooses three Hermetic Arts at first level for the character and the magus gains one new Major Art at each even-numbered magus level until all fifteen Arts are Major. The remaining Arts that are not Major are Minor Arts. **Maximum Formulaic/Spontaneous Spell Level** shows the maximum Hermetic spell level of all spells that can be gained by the magus character. The maximum formulaic spell level is on the left and the maximum spontaneous spell level is on the right. The ability to learn and cast ritual spells tracks with the formulaic spell maximum. These maximums are based on whether the Arts of the spell in question are those that the magus has as Major Arts or Minor Arts. "Major x 2" indicates that the magus has both the Technique and the Form of the spell as Major Arts. "Minor x 2" shows the maximum spell level that can be gained if both the Technique and the Form are Minor Arts. "Maj-Min" corresponds to a magus having one Art as a Major and one Art as a Minor. **Spells per Rest** shows the number of spells that can be cast by the magus before a rest is required in order to be able to cast additional spells. The following table shows the order of rests and the required time for each rest.

Rests to Recover Spellcasting

Rest	Time
1st of the Day	One full round
2nd of the Day	One full turn
3rd of the Day	One full hour
4th of the Day	Eight full hours

The next three columns are used when interacting with the Ars Magica game rules. The **Major Score** and **Minor Score** columns show the equivalent Art Scores. The **Ability** column

shows the Ars Magica equivalent Ability score for any relevant Abilities.

Magus Spellcasting

Once learned by a magus, a spell is known and never departs the memory. Magi cast spells as all other spellcasters do; all rules in AD&D regarding spellcasting apply to magi. To cast a spell, a magus chooses a spell that they know and they use one available casting to cast the spell. For example, we see that a 5th level magus gets three castings before requiring a rest to recharge spellcasting (i.e., a '3' is shown under Spells per Rest for a 5th level magus). This character could cast three spells, of any level, before needing to rest (in order to conduct further spellcasting). It is not mandatory that the character rest after exhausting all castings but they must rest for the requisite amount of time to get another batch of castings (i.e., Spells per Rest). The magus can attempt to cast a spell when no further castings are available. Whenever a spell is cast with no further castings available, the player must roll 1d12 and add one-fifth of the difference between the maximum spell level the magus has for that Technique and Form combination minus the spell's actual level. If the result is 12 or higher, there are no adverse effects. If the result is lower, the magus gains one level of Fatigue. The Ease Factor is increased by one for each spell previously cast without a casting available (i.e., 13 for the second spell cast, 14 for the third spell cast, etc.). When castings become available again, after rest, the Ease Factor resets to 12.

In AD&D, when a magus casts a Hermetic spell at targets, the targets get to make a Save vs. Spell to avoid the effect (or take half damage in the case of damaging spells). However, there is a penalty on the saving throw equal to one-fifth of the difference between the maximum spell level the magus could learn and cast for the spell's particular Technique and Form combination and the spell's actual level. For example, for our 5th level magus, let's assume that he has both *Creo* and *Ignem* as Major Arts. The maximum spell level for spells with two Major Arts at 5th level is Level 30. If this magus were to cast a *Pilum of Fire* (Crlg 20) spell, then the target would save against this spell at a -2 penalty. If the magus were 17th level, the penalty would be -10 (one-fifth of Level 70 minus Level 20). If the Players Make All Rolls system is used, apply this saving throw penalty as a power roll bonus instead.

Cantrips

Spells of Level 1 through Level 4 of all Arts can be cast by the magus character without using any Spells per Rest. These "cantrips" are known by all magi and one can be cast per round without limit. Higher level spells can become cantrips as the magus becomes more powerful.

Spontaneous Spells

Magi can cast spells they do not know but are limited to a spell level equal to one-half their maximum formulaic spell level, rounded down to the nearest multiple of five. The Magus Experience Table shows these spell levels to the right of the maximum formulaic spell levels for each of the three columns (depending on Major and Minor arts).

Furthermore, formulaic and spontaneous spells that have a spell level equal to or lower than one-fifth of the maximum formulaic spell level (rounded down to the nearest multiple of five) may be cast as cantrips (i.e., these spells do not count against Spells per Rest). For example, a 17th level magus that has Major Arts of Creo and Ignem could cast all Creo Ignem spells of Level 15 or lower as cantrips.

Vis

Vis can certainly be used in the campaign (and probably should be). However, a magus character can sacrifice a number of experience points equal to ~5% of the total needed to achieve the next experience level to use as one pawn of vis. This amounts to:

Experience Point Costs for One Pawn of Vis

Magus Level	Experience Points
1st and 2nd	100 XP
3rd	200 XP
4th	400 XP
5th	800 XP
6th	1,600 XP
7th	3,125 XP
8th	6,250 XP
9th and higher	12,500 XP

Familiars

Magi can bond with familiars under this system using the rules in the Ars Magica rulebook. The benefits of the Cords are a bit different when using AD&D rules but still very beneficial to the magus.

Laboratory Work

For the purposes of the Ars Magica rules, Laboratory Totals are calculated by adding ten to the character's maximum formulaic spell level for the Arts in question (for ease). From there, all manner of laboratory activities found in Ars Magica can be conducted by the AD&D magus: fixing Arcane Connections, vis extraction, vis transfer, vis use, learning spells from a teacher, inventing spells, constructing magical enchantments, talisman attunement, investigating enchantments, conducting Longevity Rituals, dealing with Laboratory Texts, binding familiars, training apprentices, and conducting arcane experiments. The AD&D system does not support increasing Art or Ability scores (the Magus Experience Table handles this).

Converting Hermetic Spells

The next section gives guidelines for translating all Ars Magica spells into AD&D terms and effects. If an effect is not covered, the DM should use good judgment keeping in mind that creatures should get a saving throw to avoid detrimental magical effects.

Warping and Twilight

It is not recommended that the rules for Warping and Twilight be used or converted for use with AD&D. However, if the DM desires, there could be a 1-in-20 chance each time a spell is cast that a "botch" occurs. In this case, the DM would have to decide how to adjudicate the botch in accordance with the Ars Magica rules.

Certamen

Guidelines for using the Ars Magica rules for certamen are given below.

Using AD&D Spells

The DM can determine the probable Technique and Form of each AD&D spell, if desired. AD&D spells that do not violate the Limits of Magic may be available to magi if the DM allows. The Hermetic spell level of a AD&D spell is equal to ten times the AD&D spell level (i.e., 1st level is Level 10, 2nd level is Level 20, and so on).

Skill Rolls

Since AD&D doesn't have a skill system (or a very good one), it is recommended that a skill system based on the Ars Magica rules be adopted. A skill check is simply a 1d12 roll. To this is added one AD&D ability score modifier and possibly a bonus equal to the Magus Ability if the character could be reasonably expected to be proficient with the skill in question. This system can be used for non-magi as well. The advantage of using this system is that the rolls listed in Ars Magica can be used as-is and the Ease Factors remain the same.

Other Aspects of Hermetic Magi

The DM may devise any other rules needed or desired in keeping with the source material. Hermetic Houses, additional magical Guidelines, Auras and Regiones, Covenants, effects of The Gift, and all other rules can be adapted and used or ignored completely.

Magic-users, in a game with magi, represent those who use magic as opposed to the magi, who are magic. The names of these classes can be changed if the campaign demands. For example, magic-users may be known as witches or warlocks while magi could be called wizards in a campaign setting where "book magic" has a darker reputation. In games using multi-class rules, magi could also advance as magic-users (a "magus/wizard" or somesuch).

MAGUS EXPERIENCE TABLE

Level	XP	Spells Known	Major Arts	Maximum Formulaic/Spontaneous Spell Level			Spells per Rest	Major Score	Minor Score	Magus Ability
				Major x 2	Maj-Min	Minor x 2				
1	0	9	3	10 / 5	10 / 5	5 / --	1	2	1	1
2	2,000	11	4	15 / 5	10 / 5	5 / --	2	4	2	1
3	4,000	13	4	20 / 10	15 / 5	10 / 5	2	6	3	2
4	8,000	15	5	25 / 10	20 / 10	10 / 5	3	8	4	2
5	16,000	17	5	30 / 15	25 / 10	15 / 5	3	10	5	3
6	32,000	19	6	35 / 15	25 / 10	15 / 5	3	12	6	3
7	64,000	21	6	40 / 20	30 / 15	20 / 10	4	14	7	4
8	125,000	23	7	45 / 20	35 / 15	20 / 10	4	16	8	4
9	250,000	25	7	50 / 25	40 / 20	25 / 10	4	18	9	5
10	500,000	27	8	55 / 25	40 / 20	25 / 10	4	20	10	5
11	750,000	29	8	60 / 30	45 / 20	30 / 15	5	22	11	6
12	1,000,000	31	9	65 / 30	50 / 25	30 / 15	5	24	12	6
13	1,250,000	33	10	70 / 35	55 / 25	35 / 15	5	26	13	7
14	1,500,000	35	11	75 / 35	55 / 25	35 / 15	5	28	14	7
15	1,750,000	37	12	80 / 40	60 / 30	40 / 20	5	30	15	8
16	2,000,000	39	13	85 / 40	65 / 30	40 / 20	6	32	16	8
17	2,250,000	41	14	90 / 45	70 / 35	-- / --	6	34	17	9
18	2,500,000	43	15	95 / 45	-- / --	-- / --	6	36	18	9
19	2,750,000	45	15	100 / 50	-- / --	-- / --	6	38	19	10
20	3,000,000	47	15	Any*/ 50	-- / --	-- / --	6	40	20	10

* Magi of 20th level can learn spells over Level 100. Treat the Laboratory Total as ten higher than the spell's level for the purpose of inventing the spell only. All other Laboratory Totals are 110.

Ars Magica to AD&D Conversions

Ars Magica Trait	Trait in Dungeons & Dragons
+ X Recovery Bonus	+ X hit points per night recovery
± X Characteristic	± 2X to Ability Score (the bonus changes by ± X)
Increase a Characteristic to no higher than X	Increase Ability Score to no higher than 10 + 2X
A characteristic roll of X+	Roll 1d12 + Ability Score Bonus vs. Ease Factor
An ability roll of X+	Roll 1d12 + Ability Score Bonus + Magus Ability vs. Ease Factor
± X Attack	± X to Attack Roll
± X Defense	+ X to Armor Class
± X Soak	+ X to Armor Class or Saving Throws, as appropriate
± X to rolls	± X to Attack Roll, Saving Throw, or Ability Check as appropriate
Soak vs. Spell Damage	Save vs. Spell for half damage
Light Wound	5 hit points of damage, damage cannot be saved against
Medium Wound	10 hit points of damage, damage cannot be saved against
Heavy Wound	15 hit points of damage, damage cannot be saved against
Incapacitating Wound	20 hit points of damage, damage cannot be saved against
Fatal Wound / "Kill"	Save vs. Death Magic or Die, 25 hit points of damage if save is made
+ X Damage for Spell	1d10 + X hit points of damage (Save vs. Spell for half damage)
+ X Damage Added to a Weapon	+ X Damage of the appropriate type
Arcane Connection	Use Ars Magica rules as guidelines
+ X Size	+ X to hit and damage, + 5X hit points, - X AC
- X Size	- X to hit and damage, - 5X hit points, + X AC
Might	5 X Hit Dice / 2 (Round up to next multiple of five)
Ward Spell	Every two hit dice (or fraction) equals five Might
Spell produces effect "against which armor is no defense"	Save vs. Spell at -2 penalty
Armor provides half protection value	Save vs. Spell at -1 penalty
Concentration	Roll 1d12 + Constitution Bonus + Magus Ability vs. Ease Factor
Heals as a (Type) Wound	Special damage = wound severity hit points of damage
Reduce Might (as Lay to Rest the Haunting Spirit)	Save vs. Spell or take Spell Level in hit points of damage and no damage if the saving throw is successful
Penetrating Magic Resistance	Creature fails its saving throw
Gain X Warping Points	Take 5X magical damage (analogous to a magic missile spell)
Parma Magica	Use normal AD&D magic resistance (also baked into save charts)
Magic Resistance	Use normal AD&D magic resistance (also baked into save charts)
Penetration	Penalty to saving throw equal to one-fifth Max Spell Level minus Spell's Level
Finesse Ability	Equal to Magus Ability
Finesse Roll	Roll 1d12 + Ability Score Bonus (if any) + Magus Ability vs. Ease Factor
Fatigue Damage	Use the Ars Magica Fatigue system with penalties applied to attack rolls, damage rolls, Armor Class, and any Ars Magica-style 1d12 rolls.
Pawn of Vis	A magical creature has one pawn of vis per two hit dice (or fraction).
Aegis of the Hearth	Reduce spellcasting level by two for every magnitude of the Aegis.
Encumbrance	Encumbrance is 2 per 3" speed reduction
Laboratory Vis Limit	A number of pawns equal to Magus Level per season
Ability	Magus Ability shown in the Magus Experience Table
Familiar - Golden Cord	+ Gold Cord Score to Overcasting rolls.
Familiar - Silver Cord	+ Silver Cord Score to mental saving throws and "freeing" roll
Familiar - Bronze Cord	+ Bronze Core Score to AC and physical saving throws
Longevity Ritual	Make rolls but only apply to apparent aging and Crisis
Penalty to Casting Score	Target gets saving throw bonus equal to +1 per -5 penalty (or fraction thereof)
Art Score	As shown in Magus Experience Table
Certamen	Run as a mini-game

CONVERSION NOTES

Recovery Bonus: The Ars Magica magical bonus to Recovery rolls translates to the same amount as the bonus in hit point recovery per night of rest.

Characteristics: Ars Magica Characteristics are converted as follows.

Characteristic	Ability
Intelligence	Intelligence
Perception	Wisdom
Strength	Strength
Stamina	Constitution
Presence and Communication	Charisma
Dexterity and Quickness	Dexterity

Ars Magica Characteristic = $\frac{1}{2} \times (\text{AD\&D Ability} - 10)$ [RD]

Rolls Against Ease Factors: These should be used directly but instead of rolling a simple die or stress die, just roll 1d12 and add the appropriate ability score bonus and/or Magus Ability. The Magus Ability can be used for other character types who could be reasonably expected to be proficient in the Ars Magica Ability in question.

Ease Factor	Difficulty
0	Trivial
3	Simple
6	Easy
9	Average
12	Hard
15	Very Hard
18	Impressive
21	Remarkable
24	Almost Impossible

Bonuses to Attack, Defense, Soak, and Rolls: These bonuses should be used as-is. Attack bonuses apply to the AD&D attack rolls. Defense bonuses are applied to Armor Class. Soak bonuses are applied to Armor Class or saving throws as appropriate. Any other roll bonuses apply to the Ars Magica rolls versus Ease Factors.

Soak vs. Spell Damage: This is applied as a Save vs. Spells for half damage. This convention follows that of fireballs and lightning bolts.

Wounds: This damage translates to five hit points of damage per wound severity level. Spells causing death allow a Save vs. Death Magic to avoid death. Even if the saving throw is successful, the target takes 25 hit points of damage.

Spell Damage: This is equal to 1d10 plus the bonus listed in Ars Magica for the spell (such as 1d10 + 30 for Ball of Abyssal Flame).

Damage Bonus: This is applied directly (such as +5 damage for Blade of Virulent Flame).

Arcane Connection: Use the Ars Magica rules.

Size Changes: Simply use the bonuses and penalties listed in the table per size increase or decrease. This amounts to a bonus to hit and damage equal to the Size increase, a bonus to hit points equal to five times the Size increase, and a penalty to Armor Class equal to the Size increase. Reverse all of these bonuses for a Size decrease.

Might and Creature Vis: If you need to determine a creature's Might for spell effects, use the following table.

Hit Dice	Might	Pawns of Vis
1 to 2	5	1
3 to 4	10	2
5 to 6	15	3
7 to 8	20	4
9 to 10	25	5
11 to 12	30	6
13 to 14	35	7
15 to 16	40	8
+2	+5	+1

Appropriate creatures will have one pawn of vis for every two hit dice or fraction thereof.

Ward Spell: Every two hit dice counts as five Might for the purposes of ward spells.

Armor Penetrating Spells: These spells (most notably Perdo Ignem cold spells) allow a Save vs. Spells for half damage but with a -2 penalty. If the armor value in Ars Magica only counts for half, then it is a -1 penalty.

Concentration: These rolls are 1d12 + the Constitution ability score bonus of the magus + Magus Ability versus the normal Ars Magica Ease Factor.

Effects that Heal as a Type of Wound: For these, consider the effect to have its own hit point total equal to the wound severity (five for Light, ten for Medium, etc.). The effect heals at a rate of one hit point per day naturally or more if magic is used and specifically targets the effect.

Spells that Reduce Might: These allow a Save vs. Spell. If the saving throw is failed, the creature takes damage equal to the Hermetic level of the effect.

Gain Warping Points: The Warping system need not be used with these rules. If it is not, then apply magical damage equal to five times the Warping Points gained (like a magic missile). If the Warping rules are used, apply the points as normal.

Parma Magica and Magic Resistance: Creature magic resistance is already taken into account with the saving throw tables. If a creature has further magic resistance, apply it in the AD&D fashion. For example, if a creature is immune to all spells of 5th level or below, this would translate to Hermetic spells of Level 50 or below.

Penetration: If desired, the DM can apply a penalty to a target's saving throw against a Hermetic magic spell equal to one-fifth of the difference between the maximum Hermetic spell of the Technique and Form in question minus the spell's actual Hermetic level. Use the formulaic or spontaneous maximum spell level for this calculation as appropriate.

Finesse Rolls: These are handled as other rolls. Roll 1d12 and add the appropriate ability score bonus as well as the Magus Ability and compare to the Ease Factor.

Fatigue Damage: Use the Fatigue rules in Ars Magica. The Ars Magica Fatigue system penalties are applied to attack rolls, damage rolls, Armor Class, and any Ars Magica-style 1d12 rolls. Recovery times are the same. Long-term Fatigue is used as well (especially for ritual spells).

Fatigue Level	Penalty	Recovery Time
Fresh	None	N/A
Winded	0	Two full rounds
Wearied	-1	One turn
Tired	-3	Three turns
Dazed	-5	Six turns
Unconscious	No Actions	Twelve turns

Aegis of the Hearth: Among other effects, the Aegis reduces the maximum formulaic spell level of magi by one-half the spell level of the Aegis of the Hearth spell. Use this new maximum to calculate the spontaneous spell maximum. Other spellcasters have their spellcasting level reduced by one for every two magnitudes of Aegis of the Hearth.

Encumbrance: For times when you need to know the Ars Magica Encumbrance, consider it to be equal to:

Normal Speed	Encumbrance
12"	0
9"	2
6"	4
3"	6

Laboratory Vis Limit: This is equal to twice the Magus Ability of the character.

Ability: Any time an Ars Magica Ability score is called for use the Magus Ability if relevant.

Familiars: These must be useful or no player will want one for their magus. The following conversions are recommended.

- **Golden Cord** – When casting spells with no Spells per Rest available, the magus gains a bonus to Overcasting rolls equal to the Golden Cord score.
- **Silver Cord** – The magus gains a saving throw bonus versus mental effects equal to the Silver Cord score. In addition, the familiar can attempt to free the mind of the magus as described in Ars Magica.
- **Bronze Cord** – Apply the Bronze Cord score to the Armor Class of the magus as well as to any saving throws versus physical effects.

Longevity Ritual: Use the rules as written and make Aging Rolls but only apply the "2 or less: No apparent aging" and "3 or more: Apparent age increases by one year" effects. Furthermore, if a Crisis is ever indicated, apply this to the Longevity Ritual itself (i.e., the Longevity Ritual loses its effectiveness and must be repeated).

Penalty to Casting Score: This is applied as a bonus to the target's saving throw versus a spell equal to +1 per -5 penalty to the normal Ars Magica Casting Score (cf., Penetration above).

Art Score: If an Art Score is ever needed, use the Magus Experience Table to find it.

Form Bonus: No Form bonuses will be used. These are subsumed under getting better saving throws through advancement.

Certamen: Run certamen exactly as presented in the Ars Magica rulebook using the following formula substitutions.

INITIATIVE TOTAL:

Dexterity Bonus + Magus Ability + Stress Die

ATTACK TOTAL:

Charisma Bonus + Technique or Form Score + Stress Die

DEFENSE TOTAL:

Wisdom Bonus + Form or Technique Score + Stress Die

ATTACK ADVANTAGE:

Attack Total – Defense Total

WEAKENING TOTAL:

Intelligence Bonus + Magus Ability + Attack Advantage

RESISTANCE TOTAL:

Constitution Bonus + Magus Ability

Use the Fatigue rules as written with penalties and recovery times.

New Rules for AD&D

FINDING RAW VIS IN TREASURE HOARDS

A new category can be added to treasure hoards for AD&D, regardless of the actual Treasure Type. If the creature's Treasure Type can include magic items (i.e., there is a non-zero chance of having magic items in the hoard), use the same percentage chance and roll separately for the existence of raw vis.

If the existence of raw vis is indicated, there will be a base number of pawns equal to the monster's hit dice divided by two, rounded up. The base number is adjusted by a 1d6 roll as follows: 1-2, Subtract one pawn; 3-4, No change; 5-6, Add one pawn. The exact Arts of the pawns found can be determined by the DM based on the creature or can be randomly determined.

Random Determination of Raw Vis Art

d4 #1	d4 #2	d30	Art	Color
1	1	1-2	Creo	White
1	2	3-4	Intellego	Gold
1	3	5-6	Muto	Fluctuating
1	4	7-8	Perdo	Black
2	1	9-10	Rego	Purple
2	2	11-12	Animal	Brown
2	3	13-14	Aquam	Blue
2	4	15-16	Auram	Violet
3	1	17-18	Corpus	Dark Red
3	2	19-20	Herbam	Green
3	3	21-22	Ignem	Bright Red
3	4	23-24	Imaginem	Pearly Blue
4	1	25-26	Mentem	Orange
4	2	27-28	Terram	Dark Brown
4	3	29-30	Vim	Silver
4	4	--	DM Choice	

The table below shows the chance of getting either magic items or raw vis, both, or nothing.

Overall Chance of Finding Magic Items or Raw Vis

Percent	Nothing	One	Both
10%	81.00%	18.00%	1.00%
15%	72.25%	25.50%	2.25%
25%	56.25%	37.50%	6.25%
30%	49.00%	42.00%	9.00%
35%	42.25%	45.50%	12.25%
40%	36.00%	48.00%	16.00%
50%	25.00%	50.00%	25.00%
55%	20.25%	49.50%	30.25%
60%	16.00%	48.00%	36.00%
70%	9.00%	42.00%	49.00%
85%	2.25%	25.50%	72.25%

Raw vis can appear in a variety of forms as detailed by the Ars Magica rulebooks. The default could be small, prismatic crystals ("prismals") with colors corresponding to the Art. See Sense the Nature of Vis (InVi 5) for colors.

If pawns of vis are included in treasure, creatures should not yield pawns of vis in this case (except for very powerful supernatural creatures). These prismals can be used to make magical items and allows the "mage economy" to be based on vis. The only monetary expenditures that need to be made are for materials (but these costs are within the normal parameters of buying stuff). No need to spend 100,000 gp to make a ring of x-ray vision, for example. Just buy the ring and enchant it with vis.

MAKING MAGIC ITEMS WITH RAW VIS

The rules for making a magic item can be quite simple. Looking at the DMG, you can say it takes one pawn of vis for every 2,500 G.P. Sale Value of the magic item or fraction thereof. A spellcaster can make a protection scroll, rod, staff, wand, or miscellaneous magic item if their spellcaster level is at least 5 + the magic item Experience Point Value divided by 1,000 (rounded up). To make a magic ring, the spellcaster level must be at least 5 + the magic ring Experience Point Value divided by 500 (rounded up). For potions, the spellcaster level must be equal to or greater than the Experience Point Value of the potion divided by 100 (rounded up). Spell scrolls require a spellcaster level equal to that required to cast the spell (usually the spell level times two, minus 1). To make magic armor, magic shields, and magic weapons, you must have a spellcaster level equal to three times the base "plus" for the armor, shield, or weapon. For items without a defined "plus" read the description and use the highest "plus" found and add one. For items with differing "plusses" add one-half the difference between the higher plusses and the base plus, rounding up. For example, a sword +1, +4 vs. reptiles would be $1 + 1.5 = 2.5$, rounded up to +3.

Hermetic magi should be able to create AD&D magic items without having to know the relevant spells. However, the DM should impose restrictions on the types of vis that can be used to create certain magic items (e.g., only Creo and/or Ignem vis for a wand of fireballs). A magus may use up to their magus level in pawns of vis per season (this simulates Magic Theory X 2). This determines how long it takes to make a magic item (i.e., how many seasons or how many magic items in one season). For example, a robe of the archmagi has an Experience Point Value of 6,000 and a G.P. Sale Value of 65,000. This means a spellcaster needs 26 pawns of vis ($65,000 \div 2,500$) and must be at least an 11th level spellcaster ($5 + 6,000 \div 1,000$). An 11th level spellcaster could make one in three seasons (26 divided by 11 = 2.36, rounded up to 3) while a 13th level spellcaster could make one in two seasons. As another example, potions of healing require one pawn of vis (Creo or Corpus), the spellcaster must be 3rd level or higher (300 XP Value divided by 100), and the spellcaster can make a number of potions of healing equal to their spellcaster level per season.