ARS MAGICA FOR DUNGEONS & DRAGONS

New Character Class: The Magus

MAGUS

PRIME REQUISITE: Intelligence. Intelligence must be 9+.
EXPERIENCE BONUS: Int 13-15: +5%; Int 16+: +10%.
ADVANCEMENT CHART: Magic-user.
HIT DICE: 1d4 per level to 9th, +1 per level after 9th.
STARTING HIT POINTS: 4 + Constitution Modifier.
ALIGNMENT: Any.
ARMOR: None, shields not allowed.
WEAPONS: Dagger and staff.
ATTACK PROGRESSION: Magic-user.
SAVING THROWS: Magic-user.
SPECIAL ABILITIES: Magus spellcasting.

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 D&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 clerics and magic-users do; all rules in D&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 D&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 (CrIg 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.

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 27th 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	125 XP
3rd	250 XP
4th	500 XP
5th	1,000 XP
6th	2,000 XP
7th	3,500 XP
8th and higher	7,500 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 D&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 D&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 D&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 D&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 D&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 D&D Spells

The Hermetic Arts for all spells in the D&D Rules Cyclopedia are given in this document. D&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 D&D spell is equal to ten times the D&D spell level (i.e., 1st level is Level 10, 2nd level is Level 20, and so on).

Skill Rolls

Since D&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 D&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, Aurae 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	3	3	10 / 5	10 / 5	5 / --	1	2	1	1
2	2,500	5	4	15 / 5	10 / 5	5 / --	2	4	2	1
3	5,000	7	4	20 / 10	15 / 5	10 / 5	2	6	3	2
4	10,000	9	5	25 / 10	20 / 10	10 / 5	3	8	4	2
5	20,000	11	5	30 / 15	25 / 10	15 / 5	3	10	5	3
6	40,000	13	6	35 / 15	25 / 10	15 / 5	3	12	6	3
7	80,000	15	6	40 / 20	30 / 15	20 / 10	4	14	7	4
8	150,000	17	7	45 / 20	35 / 15	20 / 10	4	16	8	4
9	300,000	19	7	50 / 25	40 / 20	25 / 10	4	18	9	5
10	450,000	21	8	55 / 25	40 / 20	25 / 10	4	20	10	5
11	600,000	23	8	60 / 30	45 / 20	30 / 15	5	22	11	6
12	750,000	24	9	65 / 30	50 / 25	30 / 15	5	24	12	6
13	900,000	25	9	65 / 30	50 / 25	30 / 15	5	24	12	6
14	1,050,000	26	9	65 / 30	50 / 25	30 / 15	5	25	13	6
15	1,200,000	27	9	70 / 35	55 / 25	35 / 15	5	26	13	7
16	1,350,000	28	10	70 / 35	55 / 25	35 / 15	6	26	13	7
17	1,500,000	29	10	70 / 35	55 / 25	35 / 15	6	27	14	7
18	1,650,000	30	10	75 / 35	55 / 25	35 / 15	6	28	14	7
19	1,800,000	31	10	75 / 35	55 / 25	35 / 15	6	28	14	7
20	1,950,000	32	11	75 / 35	55 / 25	35 / 15	6	29	15	7
21	2,100,000	33	11	80 / 40	60 / 30	40 / 20	6	30	15	8
22	2,250,000	34	11	80 / 40	60 / 30	40 / 20	7	30	15	8
23	2,400,000	35	11	80 / 40	60 / 30	40 / 20	7	31	16	8
24	2,550,000	36	12	85 / 40	65 / 30	40 / 20	7	32	16	8
25	2,700,000	37	12	85 / 40	65 / 30	40 / 20	7	32	16	8
26	2,850,000	38	12	85 / 40	65 / 30	40 / 20	7	33	17	8
27	3,000,000	39	12	90 / 45	70 / 35	45 / 20	7	34	17	9
28	3,150,000	40	13	90 / 45	70 / 35	45 / 20	7	34	17	9
29	3,300,000	41	13	90 / 45	70 / 35	45 / 20	8	35	18	9
30	3,450,000	42	13	95 / 45	70 / 35	45 / 20	8	36	18	9
31	3,600,000	43	13	95 / 45	70 / 35	45 / 20	8	36	18	9
32	3,750,000	44	14	95 / 45	70 / 35	-- / --	8	37	19	9
33	3,900,000	45	14	100 / 50	75 / 35	-- / --	8	38	19	10
34	4,050,000	46	14	100 / 50	75 / 35	-- / --	8	38	19	10
35	4,200,000	47	14	100 / 50	75 / 35	-- / --	8	39	20	10
36	4,350,000	48	15	Any* / 50	-- / --	-- / --	8	40	20	10

* Magi of 36th 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 D&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 Ray 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 D&D magic resistance (baked into save charts)
Magic Resistance	Use normal D&D magic resistance (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 30' 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

The D&D ability score bonus translates to the Ars Magica Characteristic score.

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 D&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 Ray 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 Abysmal 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 D&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
Weary	-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:

D&D Enc.	Normal Speed	Encumbrance
0 – 200 cn	120	0
201 – 400 cn	105	1
401 – 600 cn	90	2
601 – 800 cn	75	3
801 – 1,000 cn	60	4
1,001 – 1,200 cn	45	5
1,201 – 1,600 cn	30	6
1,601 – 2,400 cn	15	7
2,401 + cn	0	8

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.

The Hermetic Arts of Dungeons & Dragons Spells

CLERIC SPELLS

Spell	Class	Level	Technique	Form	Level	Requisites
Cure Light Wounds	Cleric	1	Creo	Corpus	10	
Detect Evil	Cleric	1	Intellego	Vim	10	
Detect Magic	Cleric	1	Intellego	Vim	10	
Light	Cleric	1	Creo	Imaginem	10	
Protection from Evil	Cleric	1	Rego	Vim	10	
Purify Food and Water	Cleric	1	Creo	Herbam	10	Animal, Aquam
Remove Fear	Cleric	1	Muto	Mentem	10	
Resist Cold	Cleric	1	Rego	Ignem	10	
Bless	Cleric	2	Muto	Mentem	20	
Find Traps	Cleric	2	Intellego	Terram	20	
Hold Person	Cleric	2	Rego	Corpus	20	
Know Alignment	Cleric	2	Intellego	Mentem	20	
Resist Fire	Cleric	2	Rego	Ignem	20	
Silence 15' radius	Cleric	2	Perdo	Imaginem	20	
Snake Charm	Cleric	2	Rego	Animal	20	
Speak with Animal	Cleric	2	Intellego	Animal	20	
Continual Light	Cleric	3	Creo	Imaginem	30	
Cure Blindness	Cleric	3	Creo	Corpus	30	
Cure Disease	Cleric	3	Creo	Corpus	30	
Growth of Animals	Cleric	3	Muto	Animal	30	
Locate Object	Cleric	3	Intellego	Terram	30	Animal, Herbam
Remove Curse	Cleric	3	Perdo	Vim	30	
Speak with the Dead	Cleric	3	Intellego	Corpus	30	
Striking	Cleric	3	Creo	Vim	30	
Animate Dead	Cleric	4	Rego	Corpus	40	
Create Water	Cleric	4	Creo	Aquam	40	
Cure Serious Wounds	Cleric	4	Creo	Corpus	40	
Dispel Magic	Cleric	4	Perdo	Vim	40	
Neutralize Poison	Cleric	4	Creo	Corpus	40	
Protection from Evil 10' radius	Cleric	4	Rego	Vim	40	
Speak with Plants	Cleric	4	Intellego	Herbam	40	
Sticks to Snakes	Cleric	4	Muto	Herbam	40	Animal
Commune	Cleric	5	Intellego	Mentem	50	
Create Food	Cleric	5	Creo	Herbam	50	Animal, Aquam
Cure Critical Wounds	Cleric	5	Creo	Corpus	50	
Dispel Evil	Cleric	5	Perdo	Vim	50	
Insect Plague	Cleric	5	Creo	Animal	50	
Quest	Cleric	5	Rego	Mentem	50	
Raise Dead	Cleric	5	Creo	Corpus	50	
Truesight	Cleric	5	Intellego	Imaginem	50	Vim
Aerial Servant	Cleric	6	Rego	Vim	60	Auram
Animate Objects	Cleric	6	Rego	Terram	60	or Animal, Herbam
Barrier	Cleric	6	Creo	Terram	60	Herbam
Create Normal Animals	Cleric	6	Creo	Animal	60	
Cureall	Cleric	6	Creo	Corpus	60	
Find the Path	Cleric	6	Intellego	Terram	60	
Speak with Monsters	Cleric	6	Intellego	Mentem	60	
Word of Recall	Cleric	6	Rego	Corpus	60	
Earthquake	Cleric	7	Rego	Terram	70	
Holy Word	Cleric	7	Perdo	Vim	70	
Raise Dead Fully	Cleric	7	Creo	Corpus	70	
Restore	Cleric	7	Creo	Vim	70	
Survival	Cleric	7	Rego	Ignem	70	Creo, Auram, Corpus, Mentem
Travel	Cleric	7	Rego	Corpus	70	Vim
Wish	Cleric	7	Creo	Vim	70	
Wizardry	Cleric	7	Intellego	Vim	70	

DRUID SPELLS

Spell	Class	Level	Technique	Form	Level	Requisites
Detect Danger	Druid	1	Intellego	Vim	10	
Faerie Fire	Druid	1	Creo	Imaginem	10	
Locate	Druid	1	Intellego	Animal	10	or Herbam
Predict Weather	Druid	1	Intellego	Auram	10	
Heat Metal	Druid	2	Creo	Ignem	20	Terram
Obscure	Druid	2	Creo	Auram	20	
Produce Fire	Druid	2	Creo	Ignem	20	
Warp Wood	Druid	2	Muto	Herbam	20	
Call Lightning	Druid	3	Creo	Auram	30	
Hold Animal	Druid	3	Rego	Animal	30	
Protection from Poison	Druid	3	Rego	Auram	30	Animal, Herbam
Water Breathing	Druid	3	Muto	Aquam	30	Auram
Control Temperature 10' radius	Druid	4	Muto	Auram	40	Ignem
Plant Door	Druid	4	Rego	Herbam	40	
Protection from Lightning	Druid	4	Rego	Auram	40	
Summon Animals	Druid	4	Rego	Animal	40	
Anti-Plant Shell	Druid	5	Rego	Herbam	50	
Control Winds	Druid	5	Rego	Auram	50	
Dissolve	Druid	5	Muto	Terram	50	
Pass Plant	Druid	5	Rego	Corpus	50	
Anti-Animal Shell	Druid	6	Rego	Animal	60	
Summon Weather	Druid	6	Creo	Auram	60	Aquam, Ignem
Transport Through Plants	Druid	6	Rego	Corpus	60	
Turn Wood	Druid	6	Rego	Herbam	60	
Creeping Doom	Druid	7	Creo	Animal	70	
Metal to Wood	Druid	7	Muto	Terram	70	Herbam
Summon Elemental	Druid	7	Rego	Aquam	70	and Auram, Ignem, or Terram
Weather Control	Druid	7	Rego	Auram	70	Aquam, Ignem

MAGIC-USER SPELLS (1ST – 4TH)

Spell	Class	Level	Technique	Form	Level	Requisites
Analyze	MU	1	Intellego	Vim	10	
Charm Person	MU	1	Rego	Mentem	10	
Detect Magic	MU	1	Intellego	Vim	10	
Floating Disc	MU	1	Creo	Vim	10	
Hold Portal	MU	1	Rego	Herbam	10	Terram
Light	MU	1	Creo	Imaginem	10	
Magic Missile	MU	1	Creo	Vim	10	
Protection from Evil	MU	1	Rego	Vim	10	
Read Languages	MU	1	Intellego	Mentem	10	
Read Magic	MU	1	Intellego	Vim	10	
Shield	MU	1	Rego	Vim	10	
Sleep	MU	1	Muto	Mentem	10	
Ventriloquism	MU	1	Muto	Imaginem	10	
Continual Light	MU	2	Creo	Imaginem	20	
Detect Evil	MU	2	Intellego	Vim	20	
Detect Invisible	MU	2	Intellego	Imaginem	20	
Entangle	MU	2	Rego	Herbam	20	or Animal
ESP	MU	2	Intellego	Mentem	20	
Invisibility	MU	2	Perdo	Imaginem	20	
Knock	MU	2	Rego	Herbam	20	Terram
Levitate	MU	2	Rego	Corpus	20	
Locate Object	MU	2	Intellego	Terram	20	Animal, Herbam
Mirror Image	MU	2	Creo	Imaginem	20	
Phantasmal Force	MU	2	Creo	Imaginem	20	
Web	MU	2	Creo	Animal	20	
Wizard Lock	MU	2	Rego	Herbam	20	Terram
Clairvoyance	MU	3	Intellego	Imaginem	30	
Create Air	MU	3	Creo	Auram	30	
Dispel Magic	MU	3	Perdo	Vim	30	
Fire Ball	MU	3	Creo	Ignem	30	
Fly	MU	3	Rego	Corpus	30	
Haste	MU	3	Muto	Corpus	30	
Hold Person	MU	3	Rego	Corpus	30	
Infravision	MU	3	Muto	Corpus	30	
Invisibility 10' radius	MU	3	Perdo	Imaginem	30	
Lightning Bolt	MU	3	Creo	Auram	30	
Protection from Evil 10' radius	MU	3	Rego	Vim	30	
Protection from Normal Missiles	MU	3	Rego	Herbam	30	Terram
Water Breathing	MU	3	Muto	Aquam	30	
Charm Monster	MU	4	Rego	Vim	40	
Clothform	MU	4	Creo	Herbam	40	
Confusion	MU	4	Perdo	Mentem	40	
Dimension Door	MU	4	Rego	Corpus	40	
Growth of Plants	MU	4	Muto	Herbam	40	
Hallucinatory Terrain	MU	4	Creo	Imaginem	40	
Ice Storm / Wall of Ice	MU	4	Creo	Aquam	40	Ignem
Massmorph	MU	4	Muto	Imaginem	40	Herbam
Polymorph Other	MU	4	Muto	Corpus	40	
Polymorph Self	MU	4	Muto	Corpus	40	
Remove Curse	MU	4	Perdo	Vim	40	
Wall of Fire	MU	4	Creo	Ignem	40	
Wizard Eye	MU	4	Intellego	Imaginem	40	

MAGIC-USER SPELLS (5TH – 8TH)

Spell	Class	Level	Technique	Form	Level	Requisites
Animate Dead	MU	5	Rego	Corpus	50	
Cloudkill	MU	5	Creo	Auram	50	
Conjure Elemental	MU	5	Rego	Aquam	50	and Auram, Ignem, or Terram
Contact Higher Plane	MU	5	Intellego	Mentem	50	
Feeblemind	MU	5	Perdo	Mentem	50	
Hold Monster	MU	5	Rego	Corpus	50	
Magic Jar	MU	5	Rego	Mentem	50	
Pass-Wall	MU	5	Perdo	Terram	50	
Telekinesis	MU	5	Rego	Terram	50	
Teleport	MU	5	Rego	Corpus	50	
Transmute Rock to Mud (Dissolve)	MU	5	Muto	Terram	50	
Woodform	MU	5	Creo	Herbam	50	
Wall of Stone	MU	5	Creo	Terram	50	
Anti-Magic Shell	MU	6	Perdo	Vim	60	
Control Weather	MU	6	Rego	Auram	60	Aquam, Ignem
Death Spell	MU	6	Perdo	Corpus	60	
Disintegrate	MU	6	Perdo	Terram	60	
Geas	MU	6	Rego	Mentem	60	
Invisible Stalker	MU	6	Rego	Vim	60	Auram
Lower Water	MU	6	Rego	Aquam	60	
Move Earth	MU	6	Rego	Terram	60	
Part Water	MU	6	Rego	Aquam	60	
Projected Image	MU	6	Muto	Imaginem	60	
Reincarnation	MU	6	Creo	Corpus	60	
Stone to Flesh	MU	6	Muto	Terram	60	Corpus
Stoneform	MU	6	Creo	Terram	60	
Wall of Iron	MU	6	Creo	Terram	60	
Charm Plant	MU	7	Rego	Herbam	70	
Create Normal Monsters	MU	7	Creo	Vim	70	Animal, Corpus, Herbam, Terram
Delayed Blast Fireball	MU	7	Creo	Ignem	70	
Ironform	MU	7	Creo	Terram	70	
Lore	MU	7	Intellego	Terram	70	or Animal, Corpus, Herbam
Magic Door	MU	7	Perdo	Terram	70	Imaginem
Mass Invisibility	MU	7	Perdo	Imaginem	70	
Power Word Stun	MU	7	Perdo	Corpus	70	
Reverse Gravity	MU	7	Rego	Auram	70	
Statue	MU	7	Muto	Corpus	70	Terram
Summon Object	MU	7	Rego	Herbam	70	or Animal, Terram
Sword	MU	7	Creo	Vim	70	
Teleport Any Object	MU	7	Rego	Herbam	70	or Animal, Terram
Clone	MU	8	Creo	Corpus	80	Mentem, Vim
Create Magical Monsters	MU	8	Creo	Vim	80	Animal, Corpus, Herbam, Terram
Dance	MU	8	Rego	Corpus	80	
Explosive Cloud	MU	8	Creo	Auram	80	Ignem
Force Field	MU	8	Creo	Vim	80	
Mass Charm	MU	8	Rego	Mentem	80	
Mind Barrier	MU	8	Perdo	Mentem	80	
Permanence	MU	8	Muto	Vim	80	
Polymorph Any Object	MU	8	Muto	Herbam	80	Animal, Corpus, Herbam, Terram
Power Word Blind	MU	8	Perdo	Corpus	80	
Steelform	MU	8	Creo	Terram	80	
Symbol	MU	8	Creo	Vim	80	Muto, Perdo, Corpus, Mentem
Travel	MU	8	Rego	Corpus	80	Vim

MAGIC-USER SPELLS (9TH)

Spell	Class	Level	Technique	Form	Level	Requisites
Contingency	MU	9	Rego	Vim	90	
Create Any Monster	MU	9	Creo	Vim	90	Animal, Corpus, Herbam, Terram
Gate	MU	9	Creo	Vim	90	
Heal	MU	9	Creo	Corpus	90	
Immunity	MU	9	Rego	Vim	90	
Maze	MU	9	Rego	Mentem	90	Vim
Meteor Swarm	MU	9	Creo	Terram	90	Ignem
Power Word Kill	MU	9	Perdo	Corpus	90	
Prismatic Wall	MU	9	Creo	Vim	90	
Shapechange	MU	9	Muto	Corpus	90	Animal, Herbam, Terram
Survival	MU	9	Rego	Ignem	90	Creo, Auram, Corpus, Mentem
Timestop	MU	9	Muto	Corpus	90	Mentem, Vim
Wish	MU	9	Creo	Vim	90	

ILLUSIONIST SPELLS

Spell	Class	Level	Technique	Form	Level	Requisites
Audible Glamer	Illusionist	1	Creo	Imaginem	10	
Detect Invisibility	Illusionist	1	Intellego	Imaginem	10	
Change Self	Illusionist	1	Muto	Imaginem	10	
Color Spray	Illusionist	1	Creo	Imaginem	10	Mentem
Dancing Lights	Illusionist	1	Creo	Imaginem	10	
Detect Illusion	Illusionist	1	Intellego	Imaginem	10	
Light	Illusionist	1	Creo	Imaginem	10	
Magic Mouth	Illusionist	1	Creo	Imaginem	10	
Mirror Image	Illusionist	1	Creo	Imaginem	10	
Ventriloquism	Illusionist	1	Muto	Imaginem	10	
Alter Self	Illusionist	2	Muto	Corpus	20	
Blur	Illusionist	2	Muto	Imaginem	20	
Continual Light	Illusionist	2	Creo	Imaginem	20	
Detect Magic	Illusionist	2	Intellego	Vim	20	
Dispel Illusion	Illusionist	2	Perdo	Imaginem	20	
Invisibility	Illusionist	2	Perdo	Imaginem	20	
Obscurement	Illusionist	2	Creo	Auram	20	
Phantasmal Force	Illusionist	2	Creo	Imaginem	20	
Read Languages	Illusionist	2	Intellego	Mentem	20	
Rope Trick	Illusionist	2	Creo	Vim	20	
Illusionary Wall	Illusionist	3	Creo	Imaginem	30	
Invisibility, 10' Radius	Illusionist	3	Perdo	Imaginem	30	
Phantom Messenger	Illusionist	3	Creo	Vim	30	
Phantom Steed	Illusionist	3	Creo	Vim	30	
Shadow Door	Illusionist	3	Creo	Vim	30	Perdo
Spectral Force	Illusionist	3	Creo	Imaginem	30	
Advanced Illusion	Illusionist	4	Creo	Imaginem	40	
Dispel Magic	Illusionist	4	Perdo	Vim	40	
Hold Person	Illusionist	4	Rego	Corpus	40	
Improved Invisibility	Illusionist	4	Perdo	Imaginem	40	
Silence, 15' Radius	Illusionist	4	Perdo	Imaginem	40	
Suggestion	Illusionist	4	Rego	Mentem	40	
Confusion	Illusionist	5	Rego	Mentem	50	
Hallucinatory Terrain	Illusionist	5	Creo	Imaginem	50	
Mislead	Illusionist	5	Perdo	Imaginem	50	Creo
Programmed Illusion	Illusionist	5	Creo	Imaginem	50	
Projected Image	Illusionist	5	Rego	Imaginem	50	
Wizard Eye	Illusionist	5	Intellego	Imaginem	50	
Mass Invisibility	Illusionist	6	Perdo	Imaginem	60	
Maze	Illusionist	6	Creo	Vim	60	Rego, Corpus
Permanent Illusion	Illusionist	6	Creo	Imaginem	60	
Phase Door	Illusionist	6	Rego	Corpus	60	
Shadow Walk	Illusionist	6	Rego	Corpus	60	
True Seeing	Illusionist	6	Intellego	Imaginem	60	Vim
Alter Reality	Illusionist	7	Creo	Vim	70	
Heal	Illusionist	7	Creo	Corpus	70	
Prismatic Spray	Illusionist	7	Creo	Imaginem	70	Perdo, Rego, Auram, Terram
Prismatic Wall	Illusionist	7	Creo	Imaginem	70	
Travel	Illusionist	7	Rego	Corpus	70	Vim
Vision	Illusionist	7	Intellego	Mentem	70	Vim