

## DUNGEONS & DRAGONS MAGIC FOR FANTASY AGE 2ND EDITION

There are eight magic talents, each one representing a school of magic in Dungeons & Dragons 5th Edition. To learn a spell, a mage must have the appropriate degree in the correct school and must have a character level equal to, or greater than, the twice the D&D spell's level, minus one. For example, a 9th level mage can learn D&D spells up to 5th level.

The tables after show how to convert the various spell qualities into Fantasy AGE terms, detail spell research and magical item creation, show how to convert game concepts, and show various equivalencies.

### MAGIC SCHOOL TALENTS

#### ABJURATION

**Classes:** Mage

**Requirement:** None

Abjuration spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.

**Novice:** You can learn and cast cantrips, 1st level, and 2nd level spells from this school. You can learn cantrips and 1st level spells immediately. You must be 3rd level to learn 2nd level spells. You gain two spells of a level you can cast from this school.

**Expert:** You can learn and cast 3rd, 4th, and 5th level spells from this school. You must be 5th level to learn 3rd level spells, 7th level to learn 4th level spells, and 9th level to learn 5th level spells. You gain the focus Intelligence (Abjuration). You gain one spell of a level you can cast from this school.

**Master:** You can learn 6th level spells and higher from this school. You must be 11th level to learn 6th level spells, 13th level to learn 7th level spells, 15th level to learn 8th level spells, and 17th level to learn 9th level spells. You gain one spell of a level you can cast from this school.

## CONJURATION

**Classes:** Mage

**Requirement:** None

Conjuration spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures and objects to the caster's side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.

**Novice:** You can learn and cast cantrips, 1st level, and 2nd level spells from this school. You can learn cantrips and 1st level spells immediately. You must be 3rd level to learn 2nd level spells. You gain two spells of a level you can cast from this school.

**Expert:** You can learn and cast 3rd, 4th, and 5th level spells from this school. You must be 5th level to learn 3rd level spells, 7th level to learn 4th level spells, and 9th level to learn 5th level spells. You gain the focus Intelligence (Conjuration). You gain one spell of a level you can cast from this school.

**Master:** You can learn 6th level spells and higher from this school. You must be 11th level to learn 6th level spells, 13th level to learn 7th level spells, 15th level to learn 8th level spells, and 17th level to learn 9th level spells. You gain one spell of a level you can cast from this school.

## DIVINATION

**Classes:** Mage

**Requirement:** None

Divination spells reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

**Novice:** You can learn and cast cantrips, 1st level, and 2nd level spells from this school. You can learn cantrips and 1st level spells immediately. You must be 3rd level to learn 2nd level spells. You gain two spells of a level you can cast from this school.

**Expert:** You can learn and cast 3rd, 4th, and 5th level spells from this school if your level is high enough. You must be 5th level to learn 3rd level spells, 7th level to learn 4th level spells, and 9th level to learn 5th level spells. You gain the focus Intelligence (Divination). You gain one spell of a level you can cast from this school.

**Master:** You can learn 6th level spells and higher from this school. You must be 11th level to learn 6th level spells, 13th level to learn 7th level spells, 15th level to learn 8th level spells, and 17th level to learn 9th level spells. You gain one spell of a level you can cast from this school.

## ENCHANTMENT

**Classes:** Mage

**Requirement:** None

Enchantment spells affect the minds of others, influencing and controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.

**Novice:** You can learn and cast cantrips, 1st level, and 2nd level spells from this school. You can learn cantrips and 1st level spells immediately. You must be 3rd level to learn 2nd level spells. You gain two spells of a level you can cast from this school.

**Expert:** You can learn and cast 3rd, 4th, and 5th level spells from this school if your level is high enough. You must be 5th level to learn 3rd level spells, 7th level to learn 4th level spells, and 9th level to learn 5th level spells. You gain the focus Intelligence (Enchantment). You gain one spell of a level you can cast from this school.

**Master:** You can learn 6th level spells and higher from this school. You must be 11th level to learn 6th level spells, 13th level to learn 7th level spells, 15th level to learn 8th level spells, and 17th level to learn 9th level spells. You gain one spell of a level you can cast from this school.

## EVOCATION

**Classes:** Mage

**Requirement:** None

Evocation spells manipulate magical energy to produce a desired effect. Some call up blasts of fire and lightning. Others channel positive energy to heal wounds.

**Novice:** You can learn and cast cantrips, 1st level, and 2nd level spells from this school. You can learn cantrips and 1st level spells immediately. You must be 3rd level to learn 2nd level spells. You gain two spells of a level you can cast from this school.

**Expert:** You can learn and cast 3rd, 4th, and 5th level spells from this school if your level is high enough. You must be 5th level to learn 3rd level spells, 7th level to learn 4th level spells, and 9th level to learn 5th level spells. You gain the focus Intelligence (Evocation). You gain one spell of a level you can cast from this school.

**Master:** You can learn 6th level spells and higher from this school. You must be 11th level to learn 6th level spells, 13th level to learn 7th level spells, 15th level to learn 8th level spells, and 17th level to learn 9th level spells. You gain one spell of a level you can cast from this school.

## ILLUSION

**Classes:** Mage

**Requirement:** None

Illusion spells deceive the senses and minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, and to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature.

**Novice:** You can learn and cast cantrips, 1st level, and 2nd level spells from this school. You can learn cantrips and 1st level spells immediately. You must be 3rd level to learn 2nd level spells. You gain two spells of a level you can cast from this school.

**Expert:** You can learn and cast 3rd, 4th, and 5th level spells from this school if your level is high enough. You must be 5th level to learn 3rd level spells, 7th level to learn 4th level spells, and 9th level to learn 5th level spells. You gain the focus Intelligence (Illusion). You gain one spell of a level you can cast from this school.

**Master:** You can learn 6th level spells and higher from this school. You must be 11th level to learn 6th level spells, 13th level to learn 7th level spells, 15th level to learn 8th level spells, and 17th level to learn 9th level spells. You gain one spell of a level you can cast from this school.

## NECROMANCY

**Classes:** Mage

**Requirement:** None

Necromancy spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the undead, or even bring the dead back to life.

**Novice:** You can learn and cast cantrips, 1st level, and 2nd level spells from this school. You can learn cantrips and 1st level spells immediately. You must be 3rd level to learn 2nd level spells. You gain two spells of a level you can cast from this school.

**Expert:** You can learn and cast 3rd, 4th, and 5th level spells from this school if your level is high enough. You must be 5th level to learn 3rd level spells, 7th level to learn 4th level spells, and 9th level to learn 5th level spells. You gain the focus Intelligence (Necromancy). You gain one spell of a level you can cast from this school.

**Master:** You can learn 6th level spells and higher from this school. You must be 11th level to learn 6th level spells, 13th level to learn 7th level spells, 15th level to learn 8th level spells, and 17th level to learn 9th level spells. You gain one spell of a level you can cast from this school.

## TRANSMUTATION

**Classes:** Mage

**Requirement:** None

Transmutation spells change the properties of a creature, object, and environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.

**Novice:** You can learn and cast cantrips, 1st level, and 2nd level spells from this school. You can learn cantrips and 1st level spells immediately. You must be 3rd level to learn 2nd level spells. You gain two spells of a level you can cast from this school.

**Expert:** You can learn and cast 3rd, 4th, and 5th level spells from this school if your level is high enough. You must be 5th level to learn 3rd level spells, 7th level to learn 4th level spells, and 9th level to learn 5th level spells. You gain the focus Intelligence (Transmutation). You gain one spell of a level you can cast from this school.

**Master:** You can learn 6th level spells and higher from this school. You must be 11th level to learn 6th level spells, 13th level to learn 7th level spells, 15th level to learn 8th level spells, and 17th level to learn 9th level spells. You gain one spell of a level you can cast from this school.

## SPELLS AND SPELL RESEARCH

The number of magic points and the casting roll target number of each spell level is shown below. The magic points and casting roll target numbers are very high, to keep them on-par with the Hermetic magic system (as D&D spells are very powerful). Spells can be pushed if the casting roll fails.

| MAGIC POINTS AND TARGET NUMBERS BY SPELL LEVEL |              |               |
|------------------------------------------------|--------------|---------------|
| Spell Level                                    | Magic Points | Target Number |
| Cantrip                                        | 2            | 11            |
| 1st                                            | 4            | 12            |
| 2nd                                            | 8            | 14            |
| 3rd                                            | 12           | 16            |
| 4th                                            | 16           | 18            |
| 5th                                            | 20           | 20            |
| 6th                                            | 24           | 22            |
| 7th                                            | 28           | 24            |
| 8th                                            | 32           | 26            |
| 9th                                            | 36           | 28            |

The number of days of research and the overall cost of research for learning new spells is shown below.

| SPELL RESEARCH |         |          |
|----------------|---------|----------|
| Spell Level    | Time    | Cost     |
| Cantrip        | 5 days  | 125 sp   |
| 1st            | 10 days | 250 sp   |
| 2nd            | 20 days | 500 sp   |
| 3rd            | 30 days | 750 sp   |
| 4th            | 40 days | 1,000 sp |
| 5th            | 50 days | 1,250 sp |
| 6th            | 60 days | 1,500 sp |
| 7th            | 70 days | 1,750 sp |
| 8th            | 80 days | 2,000 sp |
| 9th            | 90 days | 2,250 sp |

## MAGICAL ITEM CREATION

The cost and time required to create D&D magical items is shown below.

| MAGICAL ENCHANTMENTS |                |         |                |          |
|----------------------|----------------|---------|----------------|----------|
| Level of Item        | Temporary Item | Time    | Permanent Item | Time     |
| 1                    | 20 sp          | 1 day   | 500 sp         | 10 days  |
| 2                    | 30 sp          | 2 days  | 750 sp         | 20 days  |
| 3                    | 40 sp          | 3 days  | 1,000 sp       | 30 days  |
| 4                    | 50 sp          | 4 days  | 1,250 sp       | 40 days  |
| 5                    | 60 sp          | 5 days  | 1,500 sp       | 50 days  |
| 6                    | 70 sp          | 6 days  | 1,750 sp       | 60 days  |
| 7                    | 80 sp          | 7 days  | 2,000 sp       | 70 days  |
| 8                    | 90 sp          | 8 days  | 2,250 sp       | 80 days  |
| 9                    | 100 sp         | 9 days  | 2,500 sp       | 90 days  |
| 10                   | 110 sp         | 10 days | 2,750 sp       | 100 days |
| 11                   | 120 sp         | 11 days | 3,000 sp       | 110 days |
| 12                   | 130 sp         | 12 days | 3,250 sp       | 120 days |
| 13                   | 140 sp         | 13 days | 3,500 sp       | 130 days |
| 14                   | 150 sp         | 14 days | 3,750 sp       | 140 days |
| 15                   | 160 sp         | 15 days | 4,000 sp       | 150 days |
| 16                   | 170 sp         | 16 days | 4,250 sp       | 160 days |
| 17                   | 180 sp         | 17 days | 4,500 sp       | 170 days |
| 18                   | 190 sp         | 18 days | 4,750 sp       | 180 days |
| 19                   | 200 sp         | 19 days | 5,000 sp       | 190 days |
| 20                   | 210 sp         | 20 days | 5,250 sp       | 200 days |

The table below is used to determine the level of the magic item. The mage's character level must be equal to, or greater than, the magical item level. Note that the Enchantment Arcana is not used in this system.

| LEVEL OF MAGICAL ITEM |                |
|-----------------------|----------------|
| Quality               | Level Addition |
| Minor Item            | +1             |
| Major Item            | +2             |
| Common Item           | +0             |
| Uncommon Item         | +4             |
| Rare Item             | +8             |
| Very Rare Item        | +12            |
| Legendary Item        | +16            |
| Attunement Required   | +2             |

## GAME CONCEPT CONVERSIONS

This table is reprinted from the Fantasy AGE 2nd Edition Monster Manual document.

| CONVERTING D&D 5E GAME CONCEPTS TO FANTASY AGE |                                                                   |
|------------------------------------------------|-------------------------------------------------------------------|
| D&D Game Concept                               | Fantasy AGE Implementation                                        |
| <b>Rolls</b>                                   |                                                                   |
| Ability Check                                  | Ability Test                                                      |
| Advantage                                      | +2 on appropriate Test                                            |
| Attack Roll                                    | Attack Roll                                                       |
| Disadvantage                                   | –2 on appropriate Test                                            |
| Initiative                                     | Dexterity (Initiative) Test                                       |
| Proficiency Bonus                              | Focus (+2)                                                        |
| Saving Throw                                   | Ability Test vs. Converted Target Number (see below)              |
| <b>Time</b>                                    |                                                                   |
| One Round (six seconds)                        | One Round (15 seconds)                                            |
| One Minute (ten rounds)                        | One Minute (four rounds)                                          |
| Short Rest                                     | Breather                                                          |
| Long Rest                                      | Total Rest                                                        |
| <b>Action Types</b>                            |                                                                   |
| Action                                         | Major Action                                                      |
| Bonus Action                                   | Minor Action                                                      |
| Free Action                                    | Free Action                                                       |
| Move                                           | Move (Minor Action)                                               |
| Reaction                                       | Reaction                                                          |
| <b>Actions</b>                                 |                                                                   |
| Attack                                         | Melee or Ranged Attack (Major Action)                             |
| Cast a Spell                                   | Cast a Spell (Major, Minor, or Free Action)                       |
| Dash                                           | Run                                                               |
| Disengage                                      | (no equivalent)                                                   |
| Dodge                                          | Defend                                                            |
| Help                                           | (no equivalent)                                                   |
| Hide                                           | (no equivalent)                                                   |
| Ready                                          | Prepare                                                           |
| Search                                         | (no equivalent)                                                   |
| Use an Object                                  | Activate                                                          |
| <b>Creature Abilities</b>                      |                                                                   |
| Challenge                                      | Threat (1-4: Min., 5-8: Mod., 9-12: Maj., 13-17: Dire, 18+ Leg.)  |
| Damage Resistance                              | Halve the damage against the creature after AR deduction.         |
| Damage Vulnerability                           | Double the damage against the creature after AR deduction.        |
| Multiattack                                    | Creature can generate Stunt Points in combat.                     |
| Languages                                      | Use as listed.                                                    |
| Saving Throws                                  | Don't use proficiency bonus, just use the appropriate Focus (+2). |
| Senses                                         | Use as listed.                                                    |
| Skills                                         | Don't use proficiency bonus, just use the appropriate Focus (+2). |
| <b>Hit Points</b>                              | In general, halve the hit points of healing or damage from D&D.   |



## SPELL QUALITY CONVERSIONS

Use the table below to convert D&D saving throws to Fantasy AGE ability tests.

| CONVERTING D&D 5E SAVING THROWS TO FANTASY AGE       |                                                    |
|------------------------------------------------------|----------------------------------------------------|
| D&D Saving Throw                                     | Fantasy AGE Ability Test                           |
| Strength                                             | Strength (Might)                                   |
| Dexterity                                            | Dexterity (Acrobatics) or Dexterity (Initiative)   |
| Constitution                                         | Constitution (Stamina) or Constitution (Tolerance) |
| Intelligence                                         | Intelligence (Arcane Lore) or Perception (Seeing)  |
| Wisdom                                               | Willpower (Self-Discipline) or Willpower (Courage) |
| Charisma                                             | Willpower (Faith)                                  |
| Spellpower is the Target Number for the Ability Test |                                                    |

The number of hit points of healing and damage from D&D is halved. To convert the dice to d6, use the table below (after halving the D&D dice).

| CONVERTING HEALING AND DAMAGE DICE TO d6                                     |          |
|------------------------------------------------------------------------------|----------|
| Dice                                                                         | d6       |
| Xd4                                                                          | Xd6 – X  |
| Xd5 (half of d10)                                                            | Xd6      |
| Xd6                                                                          | Xd6      |
| Xd8                                                                          | Xd6 + X  |
| Xd10                                                                         | Xd6 + 2X |
| Xd12                                                                         | 2Xd6     |
| Xd20                                                                         | 3Xd6     |
| Halve the number of dice of healing or damage first, then consult the table. |          |

Use the table below to find the correct Fantasy AGE ability

| CHARACTERISTICS TO ABILITIES |                            |
|------------------------------|----------------------------|
| Dungeons & Dragons Ability   | Fantasy AGE Ability        |
| Strength                     | Strength                   |
| Intelligence                 | Intelligence or Perception |
| Wisdom                       | Perception or Willpower    |
| Dexterity                    | Dexterity                  |
| Constitution                 | Constitution               |
| Charisma                     | Communication or Willpower |
| Speed                        | Divide D&D speed by 30     |

## CONDITION CONVERSIONS

The conditions from D&D that do not translate directly to Fantasy AGE are detailed below.

| CONVERTING D&D 5E CONDITIONS TO FANTASY AGE |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|---------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| D&D Condition                               | Fantasy AGE Condition                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Blinded                                     | Blinded                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| Charmed                                     | <ul style="list-style-type: none"> <li>A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.</li> <li>The charmer has +2 on any ability test to interact socially with the creature.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Deafened                                    | Deafened                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Exhaustion                                  | Fatigued                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Frightened                                  | Frightened                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Grappled                                    | <ul style="list-style-type: none"> <li>A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.</li> <li>The condition ends if the grappler is incapacitated (see the condition).</li> <li>The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                     |
| Incapacitated                               | <ul style="list-style-type: none"> <li>An incapacitated creature can't take actions or reactions.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Invisible                                   | <ul style="list-style-type: none"> <li>An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.</li> <li>Attack rolls against the creature are at -2, and the creature's attack rolls are at +2.</li> </ul>                                                                                                                                                                                                                                                                                                                                                   |
| Paralyzed                                   | <ul style="list-style-type: none"> <li>A paralyzed creature is incapacitated (see the condition) and can't move or speak.</li> <li>The creature automatically fails Accuracy, Dexterity, Fighting, and Dexterity ability tests.</li> <li>Attack rolls against the creature are at +2.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Petrified                                   | <ul style="list-style-type: none"> <li>A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.</li> <li>The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.</li> <li>Attack rolls against the creature are at +2.</li> <li>The creature automatically fails Accuracy, Dexterity, Fighting, and Dexterity ability tests.</li> <li>The creature has resistance to all damage.</li> <li>The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.</li> </ul> |
| Poisoned                                    | <ul style="list-style-type: none"> <li>A poisoned creature has -2 on attack rolls and ability tests.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Prone                                       | Prone                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Restrained                                  | <ul style="list-style-type: none"> <li>A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.</li> <li>Attack rolls against the creature are at +2, and the creature's attack rolls are at -2.</li> <li>The creature has -2 on Accuracy and Dexterity ability tests.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                              |
| Stunned                                     | Stunned                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| Unconscious                                 | Unconscious                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

## DIFFICULTY CLASSES AND TARGET NUMBERS

The table below shows the complete equivalencies between Fantasy AGE target numbers, D&D difficulty classes, and Ars Magica ease factors.

| DIFFICULTY CLASSES AND EASE FACTORS TO TARGET NUMBERS |    |               |    |             |
|-------------------------------------------------------|----|---------------|----|-------------|
| Difficulty Class                                      | DC | Target Number | EF | Ease Factor |
| 1 – 2                                                 |    | 6             |    | 1           |
| 3 – 5                                                 | 5  | 7             | 3  | 2 – 3       |
| 6 – 7                                                 |    | 8             |    | 4           |
| 8 – 10                                                | 10 | 9             | 6  | 5 – 6       |
| 11 – 12                                               |    | 10            |    | 7           |
| 13 – 15                                               | 15 | 11            | 9  | 8 – 9       |
| 16 – 17                                               |    | 12            |    | 10          |
| 18 – 20                                               | 20 | 13            | 12 | 11 – 12     |
| 21 – 22                                               |    | 14            |    | 13          |
| 23 – 25                                               | 25 | 15            | 15 | 14 – 15     |
| 26 – 27                                               |    | 16            |    | 16          |
| 28 – 30                                               | 30 | 17            | 18 | 17 – 18     |
| 31 – 32                                               |    | 18            |    | 19          |
| 33 – 35                                               | 35 | 19            | 21 | 20 – 21     |
| 36 – 37                                               |    | 20            |    | 22          |
| 38 – 40                                               | 40 | 21            | 24 | 23 – 24     |