



# GENERATING SPELL LISTS

Unlike priests who are simply granted their spells by a higher power, wizards must take the time to learn their spells. Ancient wizards analyzed the ebb and flow of mana, how combinations of focus, gesturing, verbalization of words of power and other factors tapped and shaped the mana into desired effects. From this complex formulae were developed and masters began passing this knowledge along to students and schools were developed to structure the mastery of these equations. However, retaining these magic recipes is not always an easy task. For the purposes of game mechanics a wizard's Intelligence stats are key in determining how much a wizard can retain and how well they can learn new spells. The Reason sub-stat represents a wizard's ability to solve the intricate puzzles that magic

presents in it's affect on the laws of the universe and the ability to think "outside the box." This translates into setting the upper limit of understanding and capacity for the number of spells that can be known at each spell level. The Knowledge sub-stat represents the wizard's basic learning ability, study habits and rote memorization skill. This translates into a base percentage chance for learning a given spell formula. Further details on this are described below

## SPELL SPHERES

There are three spheres or groupings of spell power within wizardly or arcane magic. The first is the Minor Sphere which encompasses all 1<sup>st</sup> - 3<sup>rd</sup> level spells. The second is the Median Sphere, encompassing 4<sup>th</sup>-6<sup>th</sup> and finally Major Sphere for 7<sup>th</sup>-9<sup>th</sup>. The spheres of power are separated by the relative strength of the magic as well as the difficulty of learning the spells within the sphere. This has a direct effect on gaining spells for wizards as they go up in level

## SPELL LEARNING AND ACQUISITION

Under the tutelage of a master and/or appropriate schooling a wizard does not have to make a knowledge roll (DM) to learn new spells specific to his school's signature spells or his specialty. Wizards will automatically gain the signature spells for their school as well as a minimum of three to five spells from the specific focus mana school or mana element from the general spell list. At the DM's discretion he may also simply assign all spells from a particular spell level within the focus area without any Knowledge checks required. If a DM would like a more random element of spell learning involved then the following rules should be used:

The base spell learning percentage is a character's Knowledge score x5% (thus a Know 16 = 80% Base chance to learn a spell.) Keep in mind that a 96% to 100% roll is ALWAYS a failure no matter how high the Knowledge score is. However, Knowledge scores in excess of 20 do offset penalties to spell learning (i.e. - a wizard with a Know 22 has a base learning chance of 110% so a -25% penalty gives such a wizard an 85% chance of learning a difficult spell.) Below are modifiers:

Minor Sphere spells	no penalty
Median Sphere spells	-10%
Major Sphere spells	-25%
Within specialist school/element	+25%
Near oppositional school/element	-15%
Learning from Wizard w/lower Reason	-20%
Learning from ancient scroll/book	-25%
Learning from other unfamiliar source	-30%

## NUMBER OF SPELLS

The Reason score provides the base for a maximum number of spells that a wizard can know of a particular spell level. Due to the relative ease in nature of Minor Sphere magic wizards may gain up to their Reason score minus two spells for all minor sphere levels (i.e. – a mage with an 18 reason has a maximum of 16 spells level one through three.) The complexity of Median sphere spells reduces that number by two (i.e. – a mage with 18 reason has a maximum of 14 spells level four through six) while Major sphere spells are reduced by an additional two (i.e. – the same mage would have a maximum of 12 spells level seven through nine.) This does not mean however that upon reaching access to a new level of spells that the wizard automatically gains that maximum number of spells allowed. Instead as the wizard goes up in level, the mastery of each spell level increases, growing along with the mage's power following the below progression (round normally):

- 1<sup>st</sup> Level – **Minor Sphere** – Gain 60% of maximum 1<sup>st</sup> level spells
- 2<sup>nd</sup> Level – Gain an additional 20% of 1<sup>st</sup> level spells
- 3<sup>rd</sup> Level – Gain 60% of max 2<sup>nd</sup> level and increase 1<sup>st</sup> level by 20% (to max)
- 4<sup>th</sup> Level – Gain an additional 20% of 2<sup>nd</sup> level spells; increase 1<sup>st</sup> to max if necessary
- 5<sup>th</sup> Level – Gain 60% of max 3<sup>rd</sup> level spells and increase 2<sup>nd</sup> level by 20% (to max)
- 6<sup>th</sup> Level – Gain an additional 15% of 3<sup>rd</sup> level spells and increase 2<sup>nd</sup> level to max if necessary
- 7<sup>th</sup> Level – **Median Sphere** – Gain 50% of max 4<sup>th</sup> level spells and increase 3<sup>rd</sup> level by 15%
- 8<sup>th</sup> Level – Gain an additional 15% of 4<sup>th</sup> level spells and increase 3<sup>rd</sup> level by 15% (to max)
- 9<sup>th</sup> Level – Gain 50% of max 5<sup>th</sup> level spells, increase 4<sup>th</sup> level by 15% and 3<sup>rd</sup> level to max if necessary
- 10<sup>th</sup> Level – Gain an additional 10% of 5<sup>th</sup> level spells and 15% of 4<sup>th</sup> level spells (to max)
- 11<sup>th</sup> Level – Gain an additional 10% of 5<sup>th</sup> level spells and increase 4<sup>th</sup> level max if necessary
- 12<sup>th</sup> Level – Gain 40% of max 6<sup>th</sup> level spells, gain additional 10% of 5<sup>th</sup>
- 13<sup>th</sup> Level – Gain an additional 10% of 6<sup>th</sup> and 5<sup>th</sup> level spells
- 14<sup>th</sup> Level – **Major Sphere** – Gain 40% of max 7<sup>th</sup> level spells, gain an additional 10% of 6<sup>th</sup> and 5<sup>th</sup>
- 15<sup>th</sup> Level – Gain an additional 10% of 7<sup>th</sup>, 6<sup>th</sup> and 5<sup>th</sup> level spells (to max)
- 16<sup>th</sup> Level – Gain 30% of max 8<sup>th</sup> level, gain an additional 10% of 7<sup>th</sup> and 6<sup>th</sup> and raise 5<sup>th</sup> to max
- 17<sup>th</sup> Level – Gain an additional 10% of 8<sup>th</sup>, 7<sup>th</sup> and 6<sup>th</sup> level spells
- 18<sup>th</sup> Level – Gain 20% of max 9<sup>th</sup> level, gain an additional 10% of 8<sup>th</sup>, 7<sup>th</sup> and 6<sup>th</sup> level
- 19<sup>th</sup> Level – Gain one additional 9<sup>th</sup> level spell and add 10% of 8<sup>th</sup>, 7<sup>th</sup> and 6<sup>th</sup> level (to max)
- 20<sup>th</sup> Level – Gain one additional 9<sup>th</sup> level spell and add 10% of 8<sup>th</sup> and 7<sup>th</sup> level, increase 6<sup>th</sup> to max

Gains beyond these incredibly high levels will be handled on a case by case basis with the DM, but generally 9<sup>th</sup> level spells continue to be gained at one new spell each level while 7<sup>th</sup> and 8<sup>th</sup> level continue at a new 10% per level (generally one or two new each level) until maximums are reached. Access to 10<sup>th</sup> level (Legend Sphere) magic will be reviewed on a case by case basis, but are not available until at least level 21 wizard

## ASSIGNING SPELLS OUTSIDE THE WIZARD'S SPECIALTY

Generally each wizard will gain a few special spells from their specific mage school which are unique to them. Additionally, mages will gain a handful of spells from the appropriate level spell list which make obvious sense (i.e. – a Diviner will get Identify, Patternweave, etc; a Fire Mage will get Affect Normal Fires, Burning Hands, etc) However, inevitably there will be a need to supply a mage with some new spells to fill out their maximum, especially if the wizard has a high Reason score. In order to do this first identify oppositional schools using the info supplied for the wizard's school or if creating a school use the mana sphere wheel (i.e. – a fire mage cannot learn ice or water spells nor can they learn any transmutation spells that do not correspond to fire)

The below tables will help you randomly generate additional spells for a wizard's spell list. If you roll something that falls in an oppositional school, reroll. Also, if while looking through the list you see something that fits the player's character concept, you should assign that spell freely as long as it is not an oppositional spell. Finally, if you roll something that is not opposed but simply doesn't make sense, treat it the same as an opposition school spell and reroll until you get a result that works. In a perfect world, you should require the player to make a knowledge learning roll (see above) for any of these non-specialty spells. However, these are guidelines, not rules

## School Info Legend

abj	Abjuration	fir	Fire Element	enc	Enchantment
tra	Transmutation	wat	Water Element	nec	Necromancy
ill	Illusion	air	Air Element	evo	Evocation
div	Divination	ear	Earth Element	sum	Summoning

## 1<sup>st</sup> Level Spell Generation

Roll	Spell	School	Roll	Spell	School	Roll	Spell	School
01	Aff Norm Fires	tra/fir	33	Magic Missile	evo	65	Fist of Stone	tra/ear
02	Stone Binding	nec/ear	34-35	Armor	abj	66	Summon Water	sum/wat
03	Phant Force	ill	36-37	Friends	enc	67-68	Hold Portal	abj/enc
04	Burn Hands	evo/fir	38	Gaze Reflect	abj	69-70	Divining Rod	div/enc
05-06	Conjure Tool	sum	39	Reduce	tra	71	Ani Undead Ver	nec
07	Identify	div	40	Mending	tra	72	Alarm	abj
08-09	Last Breath	tra/air	41-42	Summon Spy	sum	73-74	Chill Touch	nec
10	Sleep	nec/enc	43-44	Magic Aura	enc	75-76	Mount	sum
11-12	Pro fr Evil	abj	45	Soul Armor	nec/abj	77	Find Familiar	sum/div
13	Adhere Cantrip	enc	46-47	Hypnotism	enc	78-79	Grease	sum
14-15	Fire Burst	evo/fir	48	Feather Fall	tra/abj/air	80-81	Jump	tra
16-17	Comp Lang	div	49	Charm Person	enc	82	Change Self	tra/ill
18-19	Unseen Svt	sum/evo	50	Spider Climb	tra/enc	83-84	Wizard Mark	enc/ill
20	Enlarge	tra	51-52	Det Secret Door	div	85-87	Taunt	enc
21	Acid Orb	sum/wat	53-54	Guess	div	88	Force Nudge	evo
22-23	Spook	ill/enc	55-56	Wall of Fog	evo/wat/air	89	Floating Disc	abj/evo
24	Create Edible	sum	57-58	Light	ill	90	Shock Grasp	evo
25-26	Feather Fly	sum/div	59	Det Life Force	div/nec	91-92	Erase	tra
27-28	Det Undead	div/nec	60	Pro fm Good	abj	93-94	Confuse Lang	div
29	Supp Soul	nec	61	Audible Gla	ill	95-96	Ventriloquism	ill/air
30	Patternweave	div	62	Self Image	ill	97-98	Dance Lights	ill
31	Personal Sum	sum	63-64	Shield	abj	99	Vampiric Earth	nec/ear
32	Color Spray	evo/ill				00	Message	ill

## 2<sup>nd</sup> Level Spell Generation

Roll	Spell	School	Roll	Spell	School	Roll	Spell	School
01-02	Flaming Sphere	sum/evo/fir	35-36	Pro fm Cantrips	abj	68-69	Whisper Wind	ill/air
03	Alter Self	tra	37	Stinking Cloud	sum/evo	70-71	Insatiable Thirst	tra/enc/wat
04-05	Obscure Object	div/enc	38-39	Locate Object	div	72-73	Bind	enc
06	Deepockets	enc	40	Blindness	tra/nec	74	Strength	tra
07-08	Choke	sum/nec	41-42	Ray of Enfeeble	evo/nec	75-76	Cont Darkness	ill
09-10	Shatter	evo/ear	43-44	Fool's Gold	enc/tra/ear	77	Imp Phant Force	ill
11-12	Wizard Lock	enc/abj	45	Mirror Image	ill/abj	78-79	Pyrotechnics	evo/fir
13-14	Baneful Deflect	abj	46-47	Uncontrol Laugh	enc	80	Rope Trick	sum
15	Cont Light	ill	48	Acid Arrow	evo/wat	81-82	Magic Mouth	ill/enc
16-17	Pro fm Paralyze	abj	49	Web: Lesser	sum	83-84	Filter: Lesser	abj/air
18	Invisibility	ill	50-51	Sum Swarm	sum	85-86	Illusory Trap	ill/enc
19-20	Misdirection	div	52-53	Hypno Pattern	enc/ill	87-88	Det Invisible	div
21-22	Deafness	tra/nec	54-55	Knock	evo	89-90	Resist Element	abj
23-24	Levitate	evo/air	56-57	Blur	ill/abj	91	Forget	enc
25-26	Spectral Hand	nec/sum	58-59	Det Supernat	div	92	Scare	enc
27	ESP	div	60-61	Death Recall	div/nec	93-94	Glitterdust	sum/ear
28-29	Irritation	tra	62-63	Fog Cloud	sum/wat/air	95-96	Lock	tra
30-31	Combat Aware	div/abj	64	Comm Undead	nec	97	Death Ray	nec/evo
32-33	False Life	nec/tra	65-66	Locate Undead	div/nec	98-99	Heatless Flame	tra/fir
34	Scorching Ray	evo/fir	67	Stone Skin	abj/tra/ear	00	True Strike	div

### 3<sup>rd</sup> Level Spell Generation

Roll	Spell	School	Roll	Spell	School	Roll	Spell	School
01-02	Clairaudience	div	33-34	Infravision	tra/div	67-68	Monster Sum I	sum
03	Dire Charm	enc	35-36	Slow	tra	69-70	Crystal Blade	sum/ear
04-05	Wind Wall	evo/abj/air	37	Air Breathing	tra/air	71-72	Sepia Snake Sig	enc/abj
06	Phantom Steed	sum/ill	38	Wraithform	tra/ill	73-74	Blink	sum/ill/tra
07-08	Augmentation I	tra	39-41	Dispel Magic	evo/abj	75-76	Pro fm Evil 10ft	abj
09-10	Feign Death	nec	42-43	Ghost Armor	nec/abj/sum	77-78	Ad Minor Effect	enc
11-12	Spectral Force	ill	44-45	Tiny Hut	abj	79-80	Delay Death	nec
13	Invisible 10ft	ill	46-47	Fund Breakdn	div	81-82	Flame Arrow	enc/evo/fir
14-15	Delude	div/nec	48-49	Clairvoyance	div	83-84	Gust of Wind	evo/air
16-17	Tongues	div	50-51	Illusory Script	ill/enc	85-86	Lightning Bolt	evo
18-19	Non-Detection	div/abj	52-53	Suggestion	enc	87	Haste	tra
20-21	Fool's Speech	ill	54-55	Phantom Pugilist	sum/ill	88-89	Explosive Rune	evo/fir
22	Pro Norm Missile	abj	56-57	Minute Meteor	evo/fir	90-91	Sum Ele: Less	sum
23-24	Hold Person	nec	58	Vampiric Touch	nec	92	Item	enc/tra
25-26	Minor Malison	nec	59-60	Far Reaching I	tra	93-94	Fly	tra/air
27-28	Fireball	evo/fir	61-62	Water Breathe	tra/wat	95-96	Element Wpn	enc/evo
29-30	Pro ft Good 10ft	abj	63-64	Iron Sack	enc/ear	97-98	Hold Undead	nec
31-32	Summon Bridge	sum/ear	65-66	Alacrity: Minor	tra	99-00	Wizard Sight	div

### 4<sup>th</sup> Level Spell Generation

Roll	Spell	School	Roll	Spell	School	Roll	Spell	School
01	Confusion	enc	35	Extension I	tra	68	Improved Invis	ill
02	Fire Shield	abj/fir	36-37	Minor Creation	sum	69	Shadow Monst	ill
03-04	Plant Growth	tra	38	Black Tentacles	sum	70-71	Hallucin Terrain	ill
05-06	Dig	evo/ear	39-40	Illusory Wall	ill	72	Contagion	nec
07-08	Vacancy	ill	41	Wall of Fire	abj/fir	73	Mnemonic Enh	enc/tra
09-10	Massmorph	tra	42-43	Enervation	nec	74	Stoneskin	abj/ear
11	Enchant Wpn	enc	44-45	Det Scrying	div	75-76	Fear	enc
12-13	Wizard Eye	sum/div	46	Mind Scan	div	77	Phantasm Killer	ill
14-15	Tool Box	enc/sum	47-48	Secure Shelter	sum	78-79	Thunder Staff	evo/enc
16-17	Celerity: Minor	tra	49-50	Far Reach II	tra	80-81	Remove Curse	abj/nec
18	Locate Creature	div	51	Minor Globe	abj	82-83	Burning Blood	nec/fir
19-20	Emotion	enc	52-53	Team Speak	div/ill	84-85	Charm Monster	enc
21-22	Solid Fog	sum/wat	54	Resilient Sphere	abj	86	Magic Mirror	div/enc
23-24	Fire Charm	enc/fir	55-56	Curse	nec	87-88	Wall of Ice	abj
25-26	Rainbow Patt	ill	57	Polymorph Self	tra	89	Dimension Door	sum
27	Dilation I	tra	58-59	Ice Storm	evo	90-91	Fumble	nec/tra
28	Missile Mastery	evo	60-61	Shout	evo/ill	92	Polymorph Other	tra
29-30	Median Malison	nec/tra	62	Magic Miss: Med	evo	93-94	Wind Strike	evo/air
31	Acid Bombs	evo/wat	63-64	Color Blast	evo/ill	95-96	Det Life Force	div/nec
32-33	Disrupt Undead	nec/evo	65	Empower Fam	tra	97-98	Find Fam: Med	sum/div
34	Monster Sum II	sum	66-67	Fire Trap	abj/enc/fir	99-00	Spell Turning	abj

## 5<sup>th</sup> Level Spell Generation

Roll	Spell	School	Roll	Spell	School	Roll	Spell	School
01	Clone Plant	tra/sum	35	Dismissal	evo/nec	69	Fabricate	tra
02-03	Faithful Hound	sum/abj	36-37	Shadow Door	enc/ill	70-71	Distance Dist	tra/ear
04	Magic Jar	nec/enc	38-39	Animate Dead	nec	72-73	Safeguarding	abj
05-06	Mind Fog	enc	40-41	Far Reach III	tra	74-75	Airy Water	tra/air
07-08	Sending	enc/div	42-43	Magic Staff	tra/enc	76-77	Refusal	abj/enc
09-10	Advanced Ill	ill	44	Cloudkill	evo/sum	78-79	Conjure Element	sum
11-12	Dream	enc/ill	45-46	Animal Growth	tra	80	Feeblemind	nec
13-14	Hold Monster	nec	47-48	Telepath Bond	div/nec	81-82	Stone Shape	tra/ear
15-16	Locate Obj: Gr	div	49-50	False Vision	div/ill	83	Domination	enc
17-18	Major Creation	sum	51	Extension II	tra	84-85	Cone of Cold	evo
19-20	Seeming	tra/ill	52-53	Wall of Iron	abj/sum	86-87	Lower Resist	nec
21-22	Waveform	evo/wat	54-55	Demi-Shad Mon	ill/sum	88-89	Summon Shado	nec/sum
23-24	Attraction	enc	56-57	Shrink Animal	tra	90	Shadow Magic	ill/evo
25-26	Interpose Hand	abj/evo	58-59	Avoidance	enc/evo	91-92	Nightmare	enc/ill
27	Wall of Force	abj	60-61	Procurement	sum	93	Teleport	sum
28-29	Passwall	tra/enc	62	Telekinesis	evo	94-95	Wall of Stone	abj/sum/ear
30-31	Chaos	enc	63-64	Contact Plane	div	96-97	Secret Chest	enc/tra
32-33	Combat Aware	div/abj	65-66	Death Ray: Med	nec/evo	98	Det Super: Med	div
34	Extra Clairvoy	div	67-68	Monster Sum III	sum	99-00	Trans Rock/Mud	tra/ear

## 6<sup>th</sup> Level Spell Generation

Roll	Spell	School	Roll	Spell	School	Roll	Spell	School
01	Chain Lightning	evo	35	Disintegrate	evo	70	Death Spell	nec
02-03	Lower Water	evo/wat	36-37	Perm Illusion	ill	71-72	Project Image	ill
04	Reincarnation	nec	38-39	Glassees	tra/enc	73-74	Celerity: Median	tra
05	Dilation II	tra	40-41	Stone to Flesh	tra	75-76	Shades	nec/sum
06-07	Trans Dust/Wat	tra/wat	42-43	Conjure Animals	sum	77	Geas	enc/nec
08-09	Freeze Sphere	evo	44-45	Mirage Arcana	ill	78-79	Veil	ill
10-11	Com Undead: G	nec	46-47	Wild Strike	evo	80	Extension III	tra
12-13	Alacrity: Median	tra	48-49	Ensnarement	sum/enc	81-82	Mass Suggest	enc
14-15	Mislead	ill	50	True Strike: Gre	div	83-84	Patternw: Major	div
16-17	Transformation	tra/nec	51	Legend Lore	div	85	Contingency	tra
18	Enc Item: Less	enc	52-53	Trans Wat/Dust	tra/ear	86-87	Part Water	evo/wat
19-20	Sleep: Major	nec/enc	54-55	Augment II	tra	88-89	Guards/Wards	abj/enc
21-22	Globe Invulner	abj	56-57	Mass Misdirect	div	90-91	Soul Armor: Gr	nec/abj
23-24	Wild Shield	abj	58-59	Person Sum: M	sum	92	Demi-Sha Magic	ill/evo
25-26	Control Weather	sum/tra/air	60	Flesh to Stone	tra/ear	93	True Seeing	div
27-28	Spell Shield	abj	61-62	Move Earth: Maj	evo/ear	94-95	Force Hand	evo/abj
29-30	Invisible Stalk	sum/air	63-64	Repulsion	abj/evo	96	Monster Sum IV	sum
31	Program Illusion	ill	65	Death Fog	sum/nec/wat	97-98	Raise Water	sum/wat
31-32	Mass Non-Det	div	66-67	Mass Inf/Aware	div	99	Phant Shiel Maid	ill/abj/sum
33-34	Eyebite	enc	68-69	Lucubration	tra/nec	00	Anti-Magic Shell	abj

## UNLEARNING SPELLS

Often as a wizard's power grows, new, more powerful spells may duplicate effects and uses of a lower level spell in part or as a whole. Other times, the character's concept or focus has changed as part of the game to game growth, plot and/or storylines and certain spells no longer make sense. In any case, unlearning spells should be approved by the DM and be accompanied by an adequate argument explaining the case for unlearning a spell or otherwise be recommended by the DM himself. Beyond this, use the following guidelines to aid in this aspect of spell repertoire management

- A wizard must have access to spells at least two levels higher than those he wishes to unlearn (i.e. – a 5<sup>th</sup> level mage gains access to 3<sup>rd</sup> level spells and may now think about unlearning some 1<sup>st</sup> level spells)
- A wizard may only unlearn a number of spells up to  $\frac{1}{4}$  his maximum number of allowed spells per level (i.e. – a mage with 18 Reason [max 16 spells] may unlearn up to 4 spells per spell level)

Once spells are unlearned wizard may attempt to fill the empty spell slots with spells approved by the DM. In order to learn such a new spell, a wizard MUST roll his learn spell %. If he fails, he should not be allowed to learn that spell. Of course, specialists still remain blocked from oppositional spells completely. In general, new spells should be gained through one of the following ways

- Another PC or NPC wizard with the teaching skill may attempt to teach a known spell to the character in question. This requires a successful teaching skill roll (may be attempted once per game session) and the learning check
- With DM approval, a character can be stated to be researching a spell that is either an offshoot or parallel with their current specialty or something that the wizard has been experiencing a lot of in game. In this case, the DM will come up with an appropriate time line for the learning of the spell (usually a couple game sessions)
- A wizard may learn from some ancient scroll, document, etc. the formula for a new spell (often this is a way to gain completely unique spells uncovered from the ancient past.) Again, the DM will come up with an appropriate time line for learning such a spell based on it's complexity and a successful learning check will need to be made with appropriate penalties applied