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Revised

Magic System

v1.1

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Revised Magic System

The TSR AD&D magic system is clunky. It doesn't scale well, nor does it lend itself to a wizard being all that particularly fearsome. It's also not particularly realistic.

This document is the result of the shortcomings of the magic system as it stands.

Revised System:

First. Wizards draw upon a power that they're born with. It's an internal strength, much like the *TSR Psionic* system describes. However, it is supernatural and can be harnessed to manipulate things. A wizard's power does not come from a deity, like a cleric. Nor does it come from nature, like a druid. It is a power deep inside that is tapped. The power grows with knowledge, experience, and age.

Second. No more somantics and verbal rigor moral. No more multi-round combat spells. Any gestures, words, or chants are only to help the caster focus. As the wizard increases in power and ability and understanding, he gains the ability to cast a spell with only a thought. This is especially true with low-level spells. Sometimes, the motions are to make others believe that you have a weakness, such as binding and gagging you. But a high level wizard can circumvent these with a thought. He may need to chant or gesture to focus his mind for complicated, high level spells...but that is personal preference of the character (Player too).

What the wizard does is strive to understand an effect (spell) and how it works. In many ways, it is like physics or electronics. You find the process to produce a desired outcome. For some spells, the wizard learns from others or from old books and scrolls. For other spells, they research it (same as in *PHB, 2nd Edition*).

Magic Points:

Magic points are the reservoir of power that a wizard taps to cast magical spells.

MP-Magic Points

MP=IN x Level

Berserker Cast -

If a caster has at least 75% of his total MP, he can cast everything in one shot for offensive combat spells (damage roll x 2). A CN check is made and if the caster fails, he passes out for 3 turns. *Note: This uses all remaining MP.*

Gemstones -

For every 10GP value of a gemstone, 1MP is available. The caster holds the gemstone in his hand and casts his spell, while drawing on the MP available in the gemstone. The result is that the caster can utilize less of his own MP and the gemstone is reduced to a fine, worthless powder.

Example- a wizard casts a 9th level spell, 81MP, while using a 200GP gemstone yields 20MP. This decreases the drain on the wizard's own dwindling magic resources.

Spell cost= spell level squared (level²)

i.e.- 3rd level spell, cost=9MP

You then subtract this from the total MP reservoir.

The effect is that a wizard can recast the same fireball spell as long as he has the MP to cast it. This greatly increases a wizard's effectiveness and makes more sense than it fleeing his memory upon casting. Also, studying like a wizard needs to under current *AD&D* rules is nearly impossible for most adventures and campaigns.

MP are replenished at a rate of 10% of the missing points per hour of rest and meditation.

Affected Magical Items:

Many magical items are affected by this magic system because they revolve around the current system put forth by *TSR*.

Ring of Wizardry

This ring actually is affected greatly by the change in magical rules. Without the need to memorize a limited number of spells, this ring is pointless as listed in the *DMG, 2nd Edition*.

Instead, this ring carries a certain amount of MP. Each day, the ring recharges.

Dice Roll	Magic Points
00-50	18
51-75	36
76-82	54
83-88	25
89-92	72
93-95	90
96-99	62
100	120

Acquiring Magic Spells:

Use the *PHB, 2nd Edition* to see when a wizard can cast a spell of that level. As soon as a wizard can cast one spell of that level, the wizard rolls their “Chance to learn spell” from IN and learn how many they wish, provided that the wizard has scrolls, books, or experiments to learn that particular spell from...or even another wizard.

e.g.- A wizard finally gains the ability to cast a 3rd level spell according to the chart in the *PHB, 2nd Edition*. Now, the wizard can learn other spells, just like under the current system. What limits them isn't the number of spells a day that they can memorize (like the current system), but the amount of MP available to cast with. Of course, a wizard can fail the roll to learn a spell and have to start learning over.

Time to learn spell:

1 day/level of spell. Additional day for each IN point below 18.

Each IN point above 18 lessens the time by 1 hour.