

# ADVENTURE GAMING

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In 1981, SPI released its second edition of its popular fantasy role-playing game, DRAGONQUEST® (now owned by TSR). In it are sixteen different colleges of magic, which ordinarily would seem like plenty. But I'd like to add one more, for the sake of balance; while there is a College of Black Magic in the game, there is no College of White Magics.

Little mention is made in *Dragonquest™* of deities, but there are obviously some sort of Greater Powers. Adepts in the College of Black Magics must make pacts with these powers in order to be able to employ many of the spells. It seems logical that if there are evil beings among these Greater Powers, there must be good beings as well. It also seems logical that the good deities would be a bit alarmed by the presence of a College of Black Magics. Once that state of alarm has been transformed into action, the College of White Magics will appear. Individual GM's may choose to have that occur in the future, during a period of strife, or he could decide that the College of White Magics has been around for centuries, like the College of Black Magics. In any event, this 17th college should not be too difficult to integrate into an ongoing campaign.

As might be expected, the College of White Magics is virtually a complete opposite of the College of Black Magics. The two colleges are constantly at odds, and rarely will a kingdom possess large contingents of both colleges. In some

cases these two colleges may peacefully coexist but if so the peace will be as fragile as a cease-fire in Lebanon.

The College of White Magics is structured much like its rival. Upon entering the college, a White Magic Adept must swear an oath of allegiance to the Powers of Light (or goodness). This is the First Pact. Like the Black Magic Adepts, the newcomer is given all of the General Knowledge of the college in return, starting at Rank 0 with a maximum Rank of 15.

In order to learn Special Knowledge, the Adept must swear to the Lesser Pact. This involves reaffirming his loyalty and making a sacrifice. Unlike Adepts of Black Magic, the White Magic Adept need not sacrifice physical beauty. Common sacrifices would involve large amounts of treasure (usually half of all that the Adept possesses), but any sort of sacrifice of similar magnitude may be acceptable at the GM's discretion. Unlike Black Magic Adepts, White Magic Adepts receive no familiar for swearing to this pact. Instead they are given a penny-sized pale mark upon the lower half of their right palms. There is power in this mark. Once per day the Adept may activate this power to send forth blinding light for ten seconds. The light is equal to sunlight but has a limited area of effect, like a laser beam. The light will blind opponents, vanquish undead creatures which cannot stand sunlight and turn away attempts made to employ an *evil eye* spell.

Like Black Magic Adepts, White

Magic Adepts who swear the Lesser Pact will receive the ability to learn most Special Knowledge of the college at Rank 0 (maximum Rank 15), while he may progress to Rank 20 with General Knowledge.

The final oath of allegiance is the Greater Pact. An Adept who swears this pact is granted access to all of the college's knowledge, Special and General, and he may progress to Rank 20 in both. To swear this oath, the Adept must make another substantial sacrifice and dedicate his soul to a good deity. Note that this means the deity may make use of the Adept in any way that the deity pleases, including the sending of him on a suicide mission in order to further his religion. Such things rarely occur, but if they do, the Adept has no choice but to submit.

The First Pact may be broken by any Adept with no fear of antagonism, though the Adept will be kicked out of the College of White Magic. Breaking the Lesser Pact will likewise force the Adept out of the college, but it will involve a good deal of pain. The mark of power will fester and, grow powerless, causing torment as it does so. There will be a 20 percent chance that the hand will rot away, plus a 10 percent chance that the Adept will die from this agony. No healing spells will cure this affliction.

Breaking the Greater Pact is a serious matter. The adept who does so is considered the vilest sort of outlaw by others in the college, who will then usually pursue the oath-breaker with the

intention of killing him. The mark of power on the oath-breaker's right hand will fester and rot, just as for one who breaks the Lesser Pact.

White Magic Adepts gain 10 percent to their base chances for performing any talent, spell or ritual when it is daytime, but lose 10 percent at night. They gain 5 percent if they have sworn the Lesser Pact, 10 percent if they have sworn the Greater Pact. They gain 20 percent during a High Holiday of the Powers of Light but lose 10 percent during a High Holiday of the Powers of Darkness.

The Talents of a White Magic Adept are Special Alchemy (exactly similar to that of the Black Magic Adepts), infra-vision (as Fire Magic Adepts) and Sensitivity to Danger (as Adepts of the College of Sorceries of the Mind).

## Spells

Before listing spells of the College of White Magics, I'd like to suggest a few changes in the spell list for the College of Black Magics. The Special Knowledge Spells of that college include spells both to blight and to bless crops, both to blight and to bless livestock, and both to bless or curse unborn children. It seems more reasonable to me that Adepts of Black Magic should only be able to perform the blighting or cursing specified in the above spells, while White Magic Adepts may only perform the blessings.

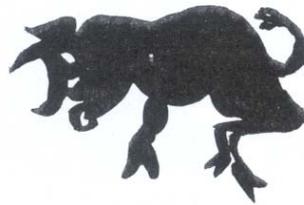
### General Knowledge Spells

Spell of Protection  
Against Were-Creatures:  
as *College of Black Magics*  
Spell of Summoning  
Enchanted Creature:  
as *College of Black Magics*  
Spell of invisibility:  
as *College of Ensorcelments  
and Enchantments*  
Spell of Enchanted Sleep:  
as *College of Ensorcelments  
and Enchantments*  
Spell of Empathy:  
as *College of the  
Sorceries of the Mind*  
Spell of Light:  
as *College of Fire Magics*  
Spell of Healing:  
as *College of Earth Magics*  
Spell of Detecting Poisons:  
as *College of Earth Magics*

## General Knowledge Rituals

The Reflecting Pool

This ritual is quite similar to the ritual of the Black Magic adept, except that the White Magic Adept uses a calm pool of water in which to divine what the Black Magic Adept would divine with tarot cards. Like the tarot ritual, the ritual of the College of the White Magics may be performed in three ways: Ask the Powers of Light, Limited Precognition and Divining Enchantment.



### Special Knowledge Spells

Spell of Converse with Animals:  
as *College of Earth Magics*  
Spell of Controlling Animals:  
as *College of Earth Magics*  
Spell of Blessing on Crops:  
as *College of Black Magics*  
Spell of Blessing on Livestock  
as *College of Black Magics*  
Spell of Blessing on Unborn Child:  
as *College of Black Magics*  
Spell of Curing Disease:  
*opposite of a spell which causes  
disease (College of Black Magics)*  
Earth Tremor Spell:  
as *College of Black Magics*  
Spell of Virility:  
as *College of Black Magics*  
Spell of Diamond Javelins:  
as *College of Earth Magics*  
Spell of Gem Creation:  
as *College of Earth Magics*  
Ball of Light Spell:  
*similar to Ball of Fire Spell from the  
College of Fire Magics except that the  
Ball of Light only does damage  
through blasting; it does not burn*  
Storm of Light Spell  
as *Storm of Fire Spell from the College  
of Fire Magics except that the Storm of  
Light does not burn, it merely damages  
through the power of the blast*  
Spell of Mage Wind:  
as *College of Air Magics*  
Spell of Telepathy:  
as *College of the Sorceries of the Mind*

## Special Knowledge Rituals

Ritual of Controlling Weather  
as *College of Air Magics*  
Ritual of Summoning Animals:  
as *College of Earth Magics*  
Ritual of Magic Divination:  
as *College of Naming Incantations*  
Ritual of Creating Symbol:

*This is the White Magic Adept's equivalent of the Black Magic Adept's Hand of Glory. The White Magic Adept may choose any object as his personal symbol; usually it will be sort of trophy which can be worn about his neck as a figurine acquired in some risky adventure). A two-hour ritual held under a bright sun allows this symbol to be magicked in such a way that it will add 15 percent to the Adept's base chance for success in casting any spell involving a blessing, as well as any spell performed against an undead creature. During these times the symbol will glow, but not in such a way as to blind anything or anyone. A symbol which is magicked cannot be de-magicked unless the Adept wearing it dies or renounces the Greater Pact (which must be sworn before this ritual can be performed). These symbols cannot be forcefully removed from a living Adept's person without his permission.*



### Final Notes

As the reader can tell from the above, the College of White Magics is sort of hodgepodge of many other colleges. That is because it is a latecomer to the *DragonQuest* world, and also because it is directly related to the College of Black Magic (which likewise "borrows" many powers from other colleges).

Newly-formed or not, the College of White Magics is a fairly powerful college and its members form a strong brotherhood. Adding this college to a *Dragon-Quest* campaign should add one more dimension to a game which, though noted for its wide range of magic orders, surely has room for one more.