

New skill for DragonQuest

The versatile Magician

by Jon Mattson

The Magician in DragonQuest is a jack-of-all-trades in the field of magic. As such, he has a much greater variety of spells than the average adept of a specific college, but he never achieves the great power with each spell that a true wizard does. He can, of course, use all three types of minor magic (see Case 4.2).

A Magician must have a Magic Aptitude rating which is at least average (15). He is considered to be Neutrally aligned to all colleges of magic, and he will never be accepted into any of these colleges.

Aside from the exceptions noted below, a Magician is subject to all of the restrictions of any other spellcaster. A Magician can never achieve a rank of above 5 with any spell except *Detect Aura*; thus, he will never know more spells (other than *Detect Aura*) than are indicated by his Magic Aptitude score (see Case 34.6). He may increase his rank with rituals and talent magic normally, however.

1. A Magician gains several basic rituals and spells at rank 0.

At rank 0, a Magician is able to use the four basic rituals of magic; i.e., the Ritual Spells of Preparation, Purification, Investment, and Warding (see Case 32). In addition, he is able to learn one General Knowledge Counterspell of any college (again, the exact spell is his choice). Both of these spells are at rank 1 and may be increased through normal experience point expenditure.

2. At rank 1, a Magician gains the *Talent Magic spell, Detect Aura*.

This is the same spell that members of the College of Naming Incantations receive (see Case 39.3). It is the one spell that a Magician can increase beyond rank of 5, and he automatically has rank of 1 with it to start with.

3. A Magician gains additional spells as he increases in rank.

For each rank above 0, the Magician gains one General Knowledge spell or one General or Special Knowledge Counterspell of his choice from any college he wishes. He may not learn additional rituals in this manner. If he is of rank 6 or higher, he may instead choose a Special Knowledge spell of any college he wishes, subject to the following restrictions:

A Magician may never possess more Special Knowledge spells (including Counterspells) than General Knowledge spells.

A Magician may never learn Special Knowledge spells of a college which is oppositely aligned to any from which he has already learned other Special Knowledge spells. For purposes of this determination, the following colleges are considered to be oppositely aligned (in addition to those listed in case 34.1): Air Magics and Earth Magics; Fire Magics and Water Magics; Celestial Star Mages and Celestial Dark Mages.

These additional spells may be increased in rank through normal experience point expenditure, but can never be increased beyond rank of 5 (see Case 87.4).

4. A Magician must spend (100 x rank) Silver Pennies per year on miscellaneous material components for spell research.

Failure to do this decreases the Magician's rank with all spells by two until the fee is paid. Also, if the Magician acquires new spells (increases his own rank), he will have to learn them normally (taking a number of weeks equal to the ordinal number of the spell) instead of getting them automatically.

Note: A Magician who is also an Alchemist or an Astrologer may add 10% of the experience he uses to increase his Magician rank into one of these two classes for free, if he progresses in the Magician skill and the other skill simultaneously (up to two skills may be practiced at once; see Case 87.5).

Experience Point Cost Chart Magician skill

Rank	Pts.	Rank	Pts.
0	1000	6	4000
1	500	7	5000
2	1000	8	7000
3	1500	9	10000
4	2000	10 ¹	15000
5	3000	¹ — And each additional rank beyond 10th	

Additional note on magic weapons

Using the Ritual of Investment, adepts in *DragonQuest* are able to form certain "charged" magic items such as rings and wands. However, the only way to create a weapon which strikes more effectively in combat due to its magical nature is by using a Ritual of Enchantment, which is only available to members of the College of Ensoreslements and Enchantments. If the rules suggested below are used, any adept (or Magician, if the first part of this article is employed) can create magical weapons using the Ritual of Investment.

An adept may create a weapon which is temporarily magical by performing the Ritual of Investment on it normally, but casting no spell into it. Instead, he expends two fatigue points for each "plus 1" the weapon will have. Each such plus adds 3% to the base chance of hitting, effectively increasing the wielder's rank with the weapon by 1, and adding one to the damage done if a hit is scored. Thus, a *sword plus 3* would add 9% to the chance of hitting and do an extra 3 points of damage when it scored a hit. A weapon can never be given more plusses than the adept's rank with the Ritual. Such a weapon will have a number of charges equal to the adept's rank with the Ritual of Investment (see Case 32.3), and each successful hit on an opponent expends one charge. Anyone can use the weapon's magical properties once it is enchanted in this manner, but when it has expended all charges, it will revert back to a normal weapon.

A weapon can be made permanently magical by following the above procedure but expending one Magic Aptitude point per "plus" instead of two fatigue points. These specific MA points are lost *permanently*, since the adept is pouring his very life energy into the enchantment, but they may be regained through normal experience point expenditure. A permanent magical weapon has no charges, of course, and expends none, but it can only be enchanted up to an amount equal to one-half of the adept's rank with the Ritual of Investment, rounded down; i.e., an adept with rank of 5 in the Ritual of Investment could only enchant a plus 1 weapon or plus 2 weapon permanently.

Note that weapons can be given additional "charged" magical spells in the usual manner, even if they are already enchanted as described above. Thus, it is possible to have, say, a plus 2 (permanent) sword with a Spell of Creating Starsword (4 charges) in it. Also note that weapons can still be enchanted normally with a Ritual of Enchantment; these suggestions do not change that, they merely expand upon it.