

DAVE ARNESON'S
BLACKMOOR™





to trust and rely on the arcane warriors to protect them. Today, arcane warriors are highly regarded and welcome almost anywhere.

White Magic

White Magic is the totality of all non-divine magical energies. It is a spectrum composed of ranges of magical power. Spellcasters can use these ranges as a united whole or harness them individually for more powerful spell effects. All of the major schools of magical study from the *PHB* are researched at the Wizards' Cabal. The well-known Skelfer Scale of Magical Energy is used to delineate the magical spectrum's known power bands.

Skelfer determined that there were also unidentified magical ranges outside the known spectrum. His work on the subject was limited, but he contended that the gods were able to manipulate such magical forces in ways unknown to mortals. Skelfer logically assumed that the clerics and paladins of specific gods were themselves human spell foci that could channel the wills of their gods.

The Spell Focus

In Blackmoor magical energy exists as abundantly as air. Some believe that Blackmoor's people are inherently magical to some degree. This idea does not seem to hold true, though, as only a few well-trained individuals, like wizards, are able to control this energy.

At a certain point in his training, a wizard can stop using his spellbook as his primary magical reference. Though he may continue to write new spells into his spellbook, he may also prepare and utilize spells without recourse to his spellbook, using only his spell focus. The focus is a powerful magic item that serves as a conducting material with which the wizard taps White Magic's energies. A focus creates a mental link with its owner and stores the mentally-mapped spells that the wizard would normally write in his spellbook.

A focus is normally created from a gem or other dense mineral. The focus' precise nature is important since specific energies are tied to certain materials. Gems are the best materials to use when preparing foci. A finely-cut, high-quality gem yields the best transference of energy and creates the best focus. Creating a focus transforms the jewel into a magic item, though it retains its outward appearance and value as a gem. When a wizard proves his competence and loyalty to the Cabal, the organization awards him a focus crafted from a high-quality gem. A specialist wizard gains additional benefits when using a focus that corresponds to his specialty.

The granted focus is a magical item and radiates magic. Of course, spell foci are very valuable and must be carefully protected from theft or loss. Crafting a focus fundamentally changes the base material but the item is visibly unchanged, so still appears to be a valuable gemstone.

A spell focus is similar to a spellbook in many ways. Like a spellbook, a spell focus may contain a limited number of spells. As a wizard gains levels, the Cabal presents him with more powerful spell foci so long as he remains loyal. The sequence in which the wizard gains the foci is as follows:

Table 3-1: Spell Foci and Spellcaster Level

Spellcaster Level	Foci (max spell levels)
1st–5th	Novice's focus (100 spell levels)
6th–10th	Initiate's focus (300 spell levels)
11th–15th	Wizard's focus (600 spell levels)
16th–18th	Magister's focus (1,200 spell levels)
19th+	Supreme focus (1,800 spell levels)





If a wizard loses his spell focus, he is unable to cast or prepare spells unless he has access to his spellbook or scrolls. A wizard may commission a new focus to replace a missing one, but foci are very costly. A wizard may learn to craft his own focus as he progresses in knowledge.

A wizard trains to a point where he can naturally draw and manipulate White Magic toward his focus. As the energy gathers near the focus, the wizard channels the White Magic through it. Once this process has begun, the focus becomes a conductor through which the spell's specific energies are drawn. These energies continue to flow from the focus and the wizard directly manipulates them throughout the spell's casting time.

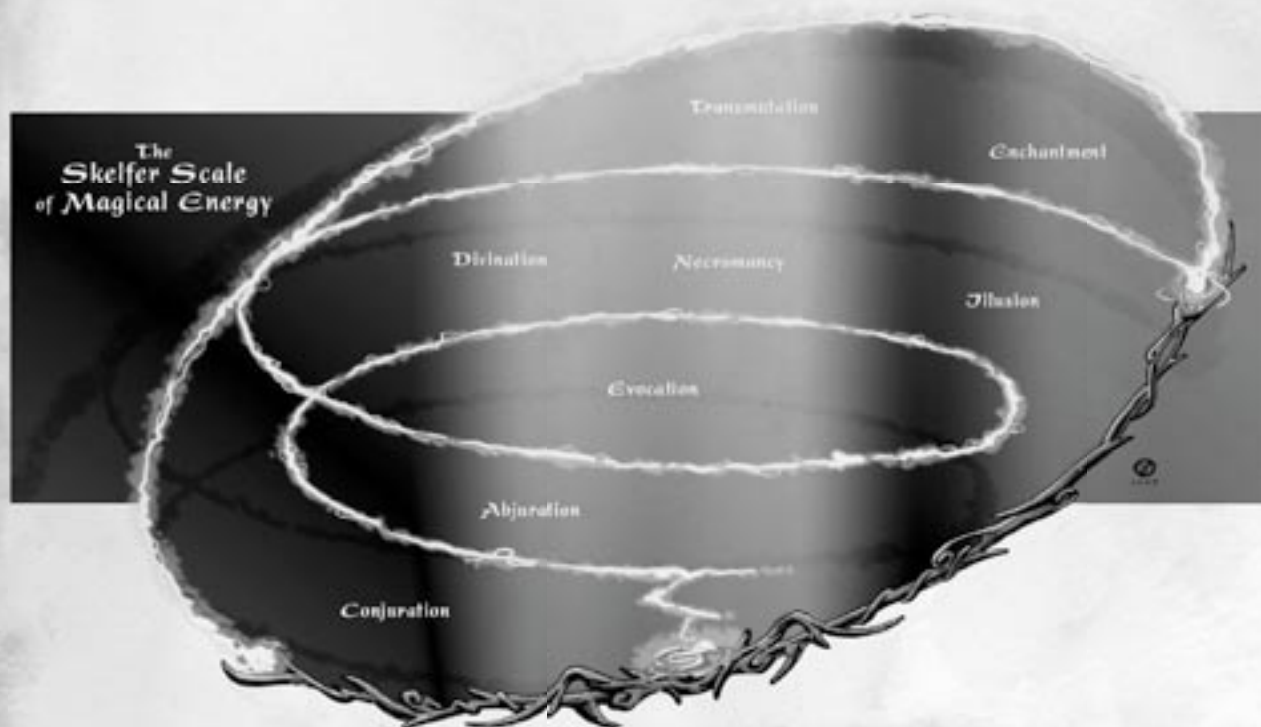
Using the normal training methods taught at the Wizards' Cabal, the resultant magical energy is conducted directly through the hand that holds the focus and into the spellcaster's body. Observers can see the energy current flowing through the user's body as he casts a spell. This visible magical energy intimidates commoners, though it is harmless when properly controlled and does not impede the wizard's vision. The wizard can suppress this effect if desired, but must choose to do so each time he casts a spell. A mage need not actually hold the focus in his hand; he may mount it on a staff or other hand-held item. However, if the focus is not in close proximity to the wizard its power is limited.

Using a Spell Focus

Using an arcane focus allows a wizard to relinquish his spellbook. A focus effectively grants its user the Eschew Materials feat, as the focus serves as the wizard's material components. This benefit only applies while the wizard uses a focus to cast a spell. Foci are extremely useful, as spellbooks are often heavy and subject to theft and destruction. Rather than lugging an unwieldy tome around, a wizard can carry a spell focus in a pouch or pocket.

In order to use a spell focus, a character must have at least 1 level of wizard and have the ability to cast arcane spells. First-level wizards begin play with a spell focus. While they are not required to use foci, most wizards do.

To use a spell focus, a wizard must first mentally attune himself to it. The wizard then mentally imbues into the focus the spells that he would otherwise study and review from his spellbook. During this process, crystalline formations appear inside the focus. These formations are tied to specific spell effects. The total number of spell levels that a particular focus can hold is tied to the wizard's level, as given in Table –3-1: Spell Foci and Spellcaster Level, above. If a wizard wants to store a spell in the focus, the focus must have enough storage space available or the process fails. A focus' owner knows how much storage remains within the focus at any given time. When a wizard





later actively channels magic to cast a spell, wild magic fills the focus' tiny formations before discharging in the appropriate manner. Potentiality becomes actuality.

Mentally linking with a new spell focus takes one day per caster level and requires deep concentration. Imbuing a spell into a focus takes eight hours of similar concentration. A wizard who is mentally linked with his spell focus can prepare spells from the focus in much the same way he would from a spellbook. Rumors tell of powerful wizards who use foci to cast many more spells per day than spellbooks allow.

Once a wizard is mentally linked to a focus, no other caster will be able to cast spells with it, though they may review and copy its contents to a spellbook or focus. Unless otherwise stated, spells from scrolls, borrowed spellbooks or other sources may be acquired and imbued into the focus per the normal rules of copying spells into a spellbook.

It is also possible to copy a spell and directly imbue it into a focus at the same time. This process requires total concentration and physical contact to both foci. The wizard draws a significant amount of White Magic to charge both foci using his own body as the conductor for the spell. To transfer spells this way the wizard must first make a successful Concentration Check (DC 20) followed by a Spellcraft check (DC 20 + level of the spell). Failure means that the transference fails and that the wizard takes 1 point of damage for each spell level involved in the process. If the process is a success, the spell is transferred and occupies the appropriate space within the target focus. The transference takes one day per spell regardless of level or outcome.

To cast a spell using a spell focus, the wizard must be in close proximity to it. The best results come from physical contact with the focus, but the wizard can use his focus even when a short distance separates them. When a wizard is not in physical contact with his focus, his spells may fail. Lacking physical contact with the focus interferes with the channeling process and may cause the spell to fail, just as if the wizard had failed an arcane spell failure check. The GM should feel free to increase this percentage with modifiers for intervening walls, rocks, or other impediments. See Table 3–2: Spell Focus Distance Penalties to determine the arcane spell failure chance based on the distance between a focus and its master; these chances stack with those provided by armor and function identically.

Table 3–2: Spell Focus Distance Penalties

Distance	Arcane Spell Failure Chance
Touch	0%
5 feet	25%
10 feet	50%
15 feet	75%
More than 15 feet	99%

A wizard's spell focus is sacred. No merchant will ever attempt to purchase a focus for fear of retribution from the Cabal. Any wizard who sells his focus or betrays his allegiance to the Cabal can no longer legally use a focus and becomes a hunted enemy of the Cabal.

Schools of Magic

Skelfer the High Spellwise experimented with a wide range of magical energies. As he delved into different focus materials, he laid the foundation for the eight schools of magic that the Wizards' Cabal teaches. Most wizards studying at the Cabal can tap only a few energy ranges. Learning each new school of magic is very time consuming, and some are much more difficult to master than others. Depending on the difficulty of their primary school, wizards might be able to take up other courses of magical study. Many mages specialize, though, rather than trying to maintain a broad course of study. General study results in a wide array of spellcasting options, while specializing allows a wizard access to higher levels of power.

School Specialization

Students who choose to specialize upon entry to the Cabal gain additional benefits when casting spells from their particular school and when using a focus made from the appropriate material. Students who do not specialize do not receive these benefits, though they may cast spells using a focus made from any of the listed materials in Table 3–3: Magically-Conductive Materials.

Table 3–3: Magically-Conductive Materials

School of Magic	Best Focus Material
Abjuration	Opal
Conjuration	Ruby
Divination	Topaz
Enchantment	Amethyst
Evocation	Emerald
Illusion	Turquoise
Necromancy	Obsidian or schorl
Transmutation	Heliodor



A wizard who specializes gains the ability to cast one additional spell from her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn spells of her chosen school. Additionally, a specialist wizard with a focus crafted from the correct material can cast spells from her chosen school at +1 caster level. The details for school specialization are as follows: The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools. A wizard can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the wizard, and she cannot even cast such spells from scrolls or wands. She may not change either her specialization or her prohibited schools later. The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

Divination: Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

Illusion: Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

Magical Renegades

While the Wizards' Cabal is the prime authority on magic in Blackmoor, its members are certainly not the only magic-users in the land. Within the realm of Blackmoor, many sorcerers, archmages, woks, and others wield magic for their own purposes. These spellcasters stand outside the law and are persecuted by the Cabal. King Andahar, in an effort to restore confidence in his ruling ability, issued a mandate that outlaws non-Cabal-affiliated mages. The king does not actually monitor the Cabal or its prosecution of "renegade" spellcasters at all; a secret agreement merely gives the king apparent control of magical law throughout Blackmoor. In reality, the Cabal itself makes and enforces the laws regarding magic and is not itself bound by any such laws. This has left a number of unaffiliated magic users disenchanted with not only the Cabal, but the king as well. Some previously lawful mages have gone so far as to declare themselves open enemies of Blackmoor because they perceive the Cabal to be leading a continuous witch hunt.

Throughout Blackmoor, a law holds that magic cannot be cast within a town or other populated area, except at a temple or by an authorized Cabal spellcaster. The true purpose of this law is to give authority to the Cabal's arcane warriors, who monitor and hold those whose behavior the Cabal finds suspicious.

Because of a common fear of magic, laws encourage commoners to expose outlaw sorcerers. A crusade-like aura surrounds this cause, and "sorcerers' gangs" are found in most towns. These groups actively pursue the unauthorized use of magic to protect their towns from the harm magic can bring. Most commoners who see any sort of spellcasting without the use of a focus, like the Cabal's wizards use, immediately notify the nearest arcane warrior. In recent times, some sorcerers have successfully disguised themselves as Cabalists by using fake foci. This practice grows more and more common as the prosecution of outlaw spellcasters increases in intensity, especially on the frontier.

Wandering Wizards

Traveling members of the Wizards' Cabal clearly identify themselves. Commoners prefer this openness and have come to trust and welcome these "official" wizards. Some wizards have even taken to openly theatrical techniques when they cast spells in sight of commoners. They feel that this showmanship sets them apart from renegade spellcasters. This theatricality has brought a



small element of celebrity to some wizards, and they thoroughly enjoy the side benefits of free room and board and party invitations.

Cleric Domains

In addition to the cleric domains listed in the *PHB*, Blackmoor's myriad deities provide their clerics with a number of new domains. Domains described in the *PHB* are listed below with their Blackmoor patron deities. The following section also details new domains. Spells listed in *italics* are found in the *PHB* (Chapter 10: Magic). Spells listed in ***bold italics*** are new spells whose descriptions are found in a later portion of this chapter.

Air Domain

Deities: Aeros, Charis, Hak, Mwajin.

Animal Domain

Deities: Charis, Elgath, Faunus.

Chaos Domain

Deities: Elgath, Hersh, Pacuun, Sacwhyne, Sylvian, Tyrhm, Volketh.

Death Domain

Deities: Charis, Hella, Raelralataen, Terra, Thanatos, Zugzul.

Destruction Domain

Deities: Fiumarra, Gorrim, Hella, Thanatos.

Dragon Domain

Deities: Chamber, Insellageth, Tsartha.

Granted Power: Once per day per cleric level, you may attempt to turn a dragon (or dragons) in the same way a good cleric turns undead. Clerics use this ability to protect the completion of certain ceremonies or missions in dragon-infested areas.

Dragons are very powerful and very intelligent creatures. Turned dragons often come back for vengeance.

The spells in this domain are designed to give some minimal control over the activities of some types of dragons in Blackmoor. They are subject to the GM's discretion.

Dragon Domain Spells

1. ***Calm Dragon:*** Calms 2d4+1/level HD of dragons or dragon-like creatures.

2. ***Resist Energy:*** Ignores 10 (or more) points of damage/attack from specified energy type.
3. ***Slow Dragon:*** One dragon takes only a partial action, -2 AC, -2 on melee attack rolls.
4. ***Crushing Despair:*** Subjects take -2 penalty on attack rolls, damage rolls, saves, and checks.
5. ***Detect Dragon:*** As *detect magic*, but can detect dragons in any form.
6. ***Hold Monster:*** As *hold person*, but affects any creature.
7. ***Geas/Quest:*** As *lesser geas*, but affects any creature.
8. ***Binding:*** Array of techniques imprison a creature.
9. ***Dominate Monster:*** As *dominate person*, but affects any creature.

Earth Domain

Deities: Charis, Gorrim, Hemgrid, Kadis, Terra, Yoosef.

Entropy Domain

Deities: Calelrin, Gorrim, Hella, Sylvian, Thanatos.

Granted Power: Once per day you may apply a minor disintegration effect to a 3-cubic feet of non-magical metal that you touch. The effect makes the metal instantly disintegrate, as the spell *disintegrate*. If you use this ability on a larger object, only a 3-foot cube is affected. This is a supernatural ability that does not provoke attacks of opportunity.

Entropy Domain Spells

1. ***Erase:*** Mundane or magical writing disappears.
2. ***Mirror Image:*** Creates decoy duplicates of you.
3. ***Dispel Magic:*** Cancels magical spells and effects.
4. ***Lesser Spell Turning:*** Reflects 1d4+3 levels of spells back at caster.
5. ***Antimagic Field:*** Negates magic within 10 ft.
6. ***Dispel Magic, Greater:*** As *dispel magic*, but +20 on check.
7. ***Spell Turning:*** Reflect 1d4+6 levels of spell back at caster.
8. ***Protection from Spells:*** Confers a +8 resistance bonus.
9. ***Skelfer's Reckoning:*** Dispels magic and disenchant magic items.

Esteem Domain

Deities: Baldin, Faunus, Hersh, Phellia, Tilla

Granted Power: Once per day you may apply a +8 enhancement bonus to your Charisma. Doing so is a free action that lasts 1 minute per level.

Esteem Domain Spells

1. ***Charm Person:*** Make a person your friend.

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The following text is designated as Open Game Content: Spell descriptions in Chapter 3: Magic pages 83-95

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