

WILDERLANDS OF HIGH ADVENTURE™

WARRIOR-MAGES OF THE WILDERLANDS™

Wilderlands Cool Rules for the weeks of March 10 and 17, 2008

By James Mishler

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CASTLES & CRUSADES®

The first and perhaps to this day most common multi-class character type in role-playing games is the fighter/wizard. The combination of martial and magical arts is only natural in a game where both are essential paths to power. This is no less true in Castles & Crusades than it was in any other iteration of everyone's favorite fantasy role-playing game.

This article provides the means to adapt such characters specifically to the **Wilderlands of High Adventure**. The various warrior-mage traditions of the Wilderlands are detailed herein, including the essentials behind the class, different modes of training, special abilities that can be learned, and of course, some new spells developed to take advantage of the combination of the martial and magical arts.

These rules are, as with all things dealing with the Wilderlands, to be used only at the discretion of the judge. Players should consult with their judge before using any of these rules to develop their characters. These rules are general enough that they can be used with any **Castles & Crusades** campaign, not merely with the Wilderlands, and with some work, can be adapted to any other compatible game system.

THE WARRIOR-MAGE CLASS

The warrior-mage class is a multi-class that combines the fighter and wizard classes. While it is possible to multi-class from fighter to fighter/wizard or from wizard to fighter/wizard, most of the materials presented herein apply to characters that begin play as fighter/wizards, with one of the special warrior-mage traditions as a background. While characters who multi-class later in their career can take advantage of some of the special abilities and most of the spells presented herein, their lack of the intensive combined martial and magical training of the true warrior-mages leaves them out of consideration of many special abilities.

Warrior-mages possess the standard fighter abilities of

Weapon Specialization, Combat Dominance, and Extra Attack, all gained at the normal levels of ability; similarly, they possess the wizard's abilities of Spells (gaining and using spells at the same rate as a standard single-class wizard) and Bonus Spells, and must keep and study a Spell Book.

Where the warrior-mage differs most from either of her constituent classes is in the training she possesses in weapons and armor. Each warrior-mage tradition focuses on training in a particular set of weapons, from which the warrior-mage chooses a weapon for specialization, and as a focus for specific warrior-mage spells. Each tradition also trains the warrior-mage in the use of specific armors; this training enables the warrior-mage to cast spells in these particular armors, in addition to the armors listed below.

Finally, each tradition also opens up opportunities for the warrior-mage to learn specific special abilities geared toward the class and tradition; as with most special abilities, usually no more than a single special ability may be learned per level. The learning and disposition of these special abilities is at the discretion of the judge.

PRIME ATTRIBUTES: Strength and Intelligence

ALIGNMENT: Any

HIT DICE: d7

WEAPONS: Special by tradition

ARMOR: A warrior-mage may cast spells while wearing leather armor, leather coat, padded armor, studded leather, leather coif, or skull cap, **plus** armors specific to the chosen tradition; they are proficient in the use of all other armors, helms, and shields, but spells may not be cast while wearing armor types not listed above.

ABILITIES: Spells, bonus spells, weapon specialization, combat dominance, extra attack

Level	HD	BtH	EPP
1	d7	+0	0
2	d7	+1	4,601
3	d7	+2	9,201
4	d7	+3	18,901
5	d7	+4	37,801
6	d7	+5	76,501
7	d7	+6	153,001
8	d7	+7	306,001
9	d7	+8	612,001
10	d7	+9	1,000,001
11	+2 HP	+10	1,500,001
12	+2 HP	+11	2,000,001
13+	500,000 per level		

Warrior-mages begin play with 30-180 gp (3d6x10).

STARTING AGE FOR WARRIOR-MAGES

RACE	STARTING AGE
Human	21+2d6
Dwarf	70+7d6
Elf	150+8d6
Gnome	80+8d6
Half-Elf	30+4d6
Half-Orc	20+2d6
Halfling	40+3d6

WARRIOR-MAGE TRADITIONS

One does not simply wake up one morning and decide to study both the arts martial and the arts magical; training requires long years of intensive studies. While some warrior-mages acquire their skills through cross-training independently with various different mentors, most learn the arts through training under a master or at a school that teaches under a certain tradition.

Without training under a specific tradition, a warrior-mage is limited to the base armors listed above, and to being proficient in the use of six specific weapons of the player's choice, one of which must be the character's specialized weapon. The non-traditional warrior-mage will cannot begin play with a warrior-mage special ability, and will find it difficult to learn special abilities from other warrior-mages.

A warrior-mages from a specific tradition begins play with the core ability of that tradition, and can readily learn other special abilities of her tradition from other warrior-mages of the same tradition (provided appropriate training fees are paid, of course). While most special abilities are not unique to the tradition, they are only commonly taught by warrior-mages of that tradition.

FOCUS WEAPON

All warrior-mages must possess a focus weapon. This weapon must be the weapon in which they are specialized. A warrior-mage may have only one focus weapon at a time.

Any weapon of the appropriate type can be the warrior-mage's focus weapon; it does not have to be an expertly or masterfully-crafted weapon, nor a magical weapon. It can be an old family heirloom or a new weapon bought from a city shop.

To make a weapon her focus weapon, the warrior-mage must expend a prepared spell in a one-minute ritual while holding the weapon in her hands; during this ritual the weapon glows with magical energy. Once complete, the weapon is the warrior-mage's focus weapon, and any prior focus weapon no longer qualifies as the focus weapon.

A focus weapon is needed when casting some warrior-mage spells and when using some warrior-mage special abilities. The focus weapon is not usually needed when casting standard arcane spells. Though it has no special abilities, a focus weapon does read as magical when detect magic is used upon it.

AITHGÛLFIND (Elven Spear-Magic)

Elven Spear-Magic is taught to most warriors of the various disparate realms of Alfheim; it is an ancient art, focusing on the subtleties of magic to enhance the martial arts of the warrior-mage. Though it is known as Spear-Magic, many elves who train in this tradition specialize in the use of the long sword rather than the spear; the spear from which the tradition gains its name is by far the more ancient of the two weapons, hinting at the true antiquity of this magical tradition.

Most able-bodied men of Alfheim, especially of Adderwood, are trained as warrior-mages of the Aithgûlfind tradition. Many elven women also receive the training. It has a quasi-religious status in Alfheim society, as the first master of the art was said to have been trained in martial and magical arts by the elven god Cilborith. While these warrior-mages are highly respected in elven society, they rarely end up as the leaders of their lands, as their focus is specifically on defense of the realm rather than overall well-being of the land.

Half-elves are readily taught Spear-Magic, provided they are raised by their elven relatives. Humans only very rarely are taught the art directly by elves; the few who are generally are sons and daughters of long-established elf-friends. A recent exception has been the training offered by the warrior-mage Lómeamacár, an exile from Adderwood now living in the City State; he has taken on several human apprentices, and even a half-orc trainee, all in the name of gold. It is through apprenticeships such as he offers today that humans have in the past gained access to the warrior-mage traditions of the elves.

CORE ABILITY: Practitioners of Aithgûlfind are able combine their focus weapon and/or shield into the somatic components required for all but their highest-level non-warrior-mage arcane spells; thus, unlike other warrior-mages, they do not need to drop their weapon and shield while casting traditional spells of wizardry with somatic components. They must still have both hands free to cast their highest-level spells that require somatic components.

WEAPONS: Dagger, hatchet, knife, poniard, spear, long spear, wolf spear, staff, broad sword, long sword, short sword, long bow, and short bow (the last two including composite versions). They may choose either the spear or long sword as their specialized weapon.

ARMOR: Ring mail, mail shirt, mail hauberk, full chain suit; buckler, small wooden shield, medium wooden shield; Aryan (Norman) helm and chain mail coif.

SPECIAL ABILITIES: **Spear Casting** (thrown spear carries a spell upon it), **Longthrow** (spear has extended range), **Arcane Strike** (imbues attack with bonus to hit and damage), **Sword Splits the Arrow** (arrow falls harmlessly to either side), **Orc Bane** (gains bonus to hit and damage against orcs), **Defensive Strike** (gain extra attacks when facing more than one opponent per round).

MÓSHÛJIAN (Eastern Sword Magic)

As with all things in life, the arcane-obsessed Karakhans of the East would find it impossible not to imbue their fighting arts with magical elements. There are in fact a dozen different Karakhan warrior-mage traditions, each focusing on a different weapon or even, in some cases, a specific style of use of a specific weapon. Of these, the tradition that is most commonly encountered in the Wilderlands is that of Móshùjian, the art of Eastern Sword Magic. Practitioners of Móshùjian are known as Sword Sorcerers, an unfortunate misnomer in the Wilderlands as their arts (usually) have nothing to do with sorcery or demons. However, as these practitioners are considered to be much worldlier in general than the Sword Saints (cleric/fighters), it is not a completely incorrect appellation.

Sword Sorcerers are usually obsessed with perfecting their art and abilities in pursuit of some sort of enlightenment; however, it is not unknown for these warrior-mages to “fall” from these lofty pursuits to the use of their talents to gain wealth and power (and it is far more common for them to do so than for the Sword Saints). Most Sword Sorcerers in the Wilderlands are these latter mercenary types, exiled or outlawed from Karak for unpleasant activities in the pursuit of their goals.

CORE ABILITY: Sword Sorcerers have a +2 specialization bonus to hit and damage with the nine-ring broadsword at 1st level rather than the usual +1. This improves at a more accelerated rate than usual, to +3 at 3rd level, +4 at 6th level, +5 at 9th level, and +6 at 12th level.

WEAPONS: Sword Sorcerers study the use of the nine-ring broadsword to the exclusion of all other weapons, though because of their training with the sword suffer only a -2 non-proficiency penalty with other sword types, rather than the standard -4 penalty.

ARMOR: Laminar leather, laminar leather helm

SPECIAL ABILITIES: **Celestial Leap** (long jumps propelled by expending prepared spells), **Celestial Step** (expending a prepared spell to follow one's blade up walls, across rooftops, atop trees, and over water for 1 minute per level of spell), **Stunning Strike** (striking using the flat of the blade to deal double subdual damage), **Paralyzing Strike** (successful hit temporarily paralyzes rather than deals hit point damage), **Ki Strike** (successful hit drains target of spells rather than deal hit point damage).

PILÁNGÓLE (Elven Bow-Magic)

Elven Bow-Magic is far less commonly taught than Spear-Magic in Alfheim. It is a difficult art, and requires extensive study with a level of concentration difficult for most elves to maintain. Characters who begin play as warrior-mages in the Pilángóle Tradition add an additional 8d6 years to their starting age; warrior-mages who train in it at a later stage in their career must spend two entire levels studying its arts before acquiring the core ability.

Those who follow this tradition tend to be loners who

prefer the perfection of their craft over all other things. Many take Woodsmen Training and other forest lore special abilities, fighting against the enemies of the elves on one-man crusades in deep forests and faerie glades. *[One would think that there would be more ranger/wizards among the elves, but the number of elves who have a full-range of high attribute scores in strength, dexterity, intelligence, AND wisdom to make the most of that multi-class are exceedingly rare, while those who can excel at the simple fighter/wizard combo are more common.]*

CORE ABILITY: The warrior-mage may loose two arrows per round at 1st level, the first on her normal initiative, the second at the end of the round, after all others have gone in turn. Each arrow suffers a -2 penalty to hit. If the warrior-mage has an arrow drawn at the beginning of combat, she may loose that first, before initiative is rolled, and it does not count against her arrows loosed per round; this arrow does not have any penalty to hit.

WEAPONS: Dagger, knife, spear, staff, short sword, long bow, and short bow (the last two including composite versions). They must choose the long bow as their specialized weapon (this includes the long composite bow).

ARMOR: Ring mail, mail shirt; Aryan (Norman) helm and chain mail coif.

SPECIAL ABILITIES: **Multishot** (magically creates extra arrows), **Longshot** (arrow has extended range), **Elfshot** (arrow deals extra damage), **Chain Shot** (arrow passes through target to strike targets further down range), **Magic Shot** (arrow carries a spell upon it).

WARRIOR-MAGE SPECIAL ABILITIES

Warrior-mage special abilities have been developed to take advantage of the combination of the martial and magical arts. Most of these special abilities require the expenditure of a prepared spell slot to activate the ability; when expended in this way the spell has no effect, and the special ability cannot be dispelled or counter-spelled.

If an ability calls for the expenditure of a 0th level spell slot, the warrior-mage may use a higher level spell slot instead, but gains no additional bonus to the ability if she does so.

All warrior-mage special abilities that require or affect a weapon can be used only with the warrior-mage's focus weapon; other weapons cannot be used to perform these abilities. As with warrior-mage spells, even though a special ability might use the term “blade” or “sword,” the weapon can be of any type, unless specifically noted in the description.

Warrior-mages, as with other classes, are generally limited to learning no more than a single special ability per level, as determined by the judge.

Arcane Strike: By expending a prepared 0th level spell slot during an attack, before the attack is rolled, the attack gains a bonus to hit and damage equal to the level of the warrior-mage. This bonus only applies to that single attack, even if the warrior-mage has multiple attacks that round.

Blade Deflect (Intelligence): *The warrior-mage must know the dispel magic spell in order to learn this special ability.* By expending a prepared spell the warrior-mage may attempt to deflect a spell targeted on her or an adjacent character back at the caster of the spell. The warrior-mage expends the spell of her choice, then makes an intelligence check

with a CL equal to the level of the caster of the spell plus the level of the spell she is trying to deflect; she adds the level of the spell she expended to her roll. If the check is successful, the spell is directed back at the caster of the spell; if enough range remains, the original caster of the spell must save or be affected by his spell, otherwise the spell simply fades between the warrior-mage and the caster. If the warrior-mage fails the check, the spell strikes its target as normal. Use of this ability takes up the next action of the warrior-mage, whether the ability succeeds or not.

Blade Shield (Dexterity): By expending a prepared 0th level spell slot the warrior-mage gains a weapon parry bonus to her AC equal to her level against the next weapon attack made against her. This ability can only be used before the attack roll is made. The warrior-mage must have her focus weapon in hand to use this ability. This ability does not use up an action.

Celestial Leap (Dexterity): The warrior-mage may expend a spell to perform a truly heroic jump; this counts as a half-move, and an attack may be made at the end of the jump if possible. The warrior-mage expends the spell of her choice and makes a dexterity check, adding her level as a class skill, plus 5 for every level of the spell expended. The total is the number of feet jumped horizontally, or half that for a vertical leap. The warrior-mage may jump less than this distance if she so chooses. If, however, the leap is not as far as she hoped, and she ends up falling short and lands in an occupied area, she must make a dexterity check (CL 0) or fall to the ground at the end of the jump, as must anyone she hits at the end of the jump.

Celestial Step: *The warrior-mage must first possess the Celestial Leap special ability before she may learn the Celestial Step special ability.* With this ability the warrior-mage may expend a prepared spell to move up walls, across rooftops, atop trees, and over water, essentially any place where she can gain even a ghost's foothold, save for upside-down. Movement is at any speed, walking or running; the warrior-mage may even stop at a precarious point if she wishes, and she may engage in combat from unusual perches. Jumps of up to 5 feet per level of the spell expended are automatic; anything greater requires a dexterity check with a CL equal to the distance greater than the maximum jump. The ability lasts for 1 minute per level of spell expended.

Chain Shot: The warrior-mage may expend a spell to enable an arrow to pass through targets to strike at additional targets further down range. The total number of targets an arrow may strike is equal to the level of the spell expended plus one, i.e., two targets for a 0th level spell, three for a 1st level spell, etc. All targets must be within the original range of the bow, within a 15-foot wide line centered on the warrior-mage to the first target, and within an uninterrupted line of sight from one target to the next. Targets must be declared in order before the first attack roll is made. The warrior-mage rolls to hit each target separately, with appropriate penalties based on range, and a -1 penalty to hit each subsequent target, cumulative (0 for the first, -1 for the second, -2 for the third, and so on). If a target in the chain is ever missed, the arrow drops to the ground, and the chain shot ends.

Defensive Strike: When the warrior-mage is alone, facing more than one opponent in melee, and is attacked by a second or additional opponent, she may expend a 0th level spell to gain an immediate attack against the second or subsequent attacker who just attacked her. This does not use up a later action.

Elfshot: When loosing an arrow the warrior-mage may expend a spell to grant the arrow extra damage if it hits. The extra damage is 1d6 subdual damage per level of the spell plus one, i.e., +1d6 for a 0th level spell, +2d6 for a 1st level spell, etc. If the arrow strikes more than one target, the extra damage applies only to the first target struck.

Ki Strike: The warrior-mage may expend a spell to empower his weapon to drain the target of spells rather than deal hit point damage. The spell must be expended before the roll to hit is made. If the attack is successful, the target must make an intelligence saving throw (CL equals level of the warrior-mage) or he loses a number of random prepared spells equal to the level of the spell expended plus one. If the saving throw is successful there is no damage at all. In either case there is a cool wave of magical energy that passes between the warrior-mage and her target.

Longshot: By expending a spell the warrior-mage increases the base range of her next arrow loosed by a number of range increments equal to one plus the level of the spell expended, i.e., one range increment for a 0th level spell, two for a 1st level spell, three for a 2nd level spell, etc. Thus, a warrior-mage increasing the range of her longbow by expending a 1st level spell would increase the base range from 100 feet to 300 feet, and thus have a close range of 300 feet, medium of 600 feet, and long of 900 feet.

Longthrow: As per Longshot, above, but applies to spears.

Magic Shot: The warrior-mage may cast a spell upon one of her arrows, such that the arrow will hold the spell rather than be the target of the spell. The arrow must then be loosed the next round, or the spell cast is lost. The target struck by the arrow becomes the target of the spell or, if the spell causes an area to be affected, the point at which the arrow lands becomes the center of the area of effect. If the arrow misses its intended target, the judge decides where it lands and how the effect of the spell goes off, if it does at all. Before rolling to hit, the warrior-mage must decide if the arrow is to deal its regular damage in addition to acting as the conduit for the spell. In either case, the arrow disappears in a burst of magical energy wherever it strikes.

Multishot: The warrior-mage may expend a spell to magically divide the arrow loosed into multiple arrows. Upon leaving the bow, the arrow splits into a number of arrows equal to the level of the spell cast plus two, i.e., two for a 0th level spell, three for a 1st level spell, and so forth. The arrows may all target the same target or multiple targets, as the warrior-mage decides. Each attack is rolled separately. All the arrows explode in a magical burst of energy when they hit their target (or fade away when they miss), including the original.

Orc Bane: The warrior-mage may expend a spell to gain a bonus to hit and to damage against orcs. The bonus is equal to the level of the spell plus one, and lasts for one minute per level of the warrior-mage. Use of this ability requires an action; while the ability is in effect, the focus weapon glows sky-blue and a celestial elven dirge hums forth from the weapon.

Paralyzing Strike: Before making the attack roll, the warrior-mage may expend a spell to empower his weapon to paralyze an opponent rather than deal hit point damage. If the strike is successful, the target must make a strength save (CL warrior-mage level) or be paralyzed for one round plus one round per level of the spell expended. If the save is successful, there is no effect.

Spear Casting: As per Magic Shot, above, but can be used on spears instead.

Stunning Strike: As per Elfshot, above, but applies to the warrior-mage's melee focus weapon.

Sword Dancer: When unarmored, the warrior-mage may expend a spell to gain a bonus to AC. The bonus is the level of the spell expended plus one, and remains in effect for one minute per level of the warrior-mage.

Sword Splits the Arrow: *This ability can only be learned by a warrior-mage specialized in the long sword.* After the judge has declared that the warrior-mage is going to be hit by an arrow, but before damage is rolled, the warrior-mage may expend a 0th level spell to cause the arrow to be split in midair by his sword, with the arrow pieces falling harmlessly to either side.

NEW WARRIOR-MAGE SPELLS

Warrior-mages are able to learn and use any arcane spell accessible to standard single-class wizards. They may cast these spells while wearing only the specific armor listed in the base class or with the tradition. Standard wizardry spells that call for somatic components require that both hands be free for casting; when using such spells shield and weapon must be either dropped or sheathed (though warrior-mages trained in the Aithgùlfind tradition have ways around this at times).

Most warrior-mage spells listed below include the component "FW," which notes that the caster must have her focus weapon unsheathed and in hand in order to cast the spell.

Spells that use the term "blade" can be used with whatever weapon the warrior-mage uses as her focus weapon, regardless of type. These spells, unless otherwise noted, when cast upon a missile weapon imbue the missiles launched from the weapon with the spell power, i.e., a bow with flameblade cast upon it will imbue the arrows fired from it with the flameblade power.

Most weapon enchantment spells are compatible, and can be used at the same time on the same weapon, unless otherwise noted.

WARRIOR-MAGE SPELL LIST

This list is hardly exhaustive; many warrior-mages develop unique spells to take best advantage of their preferred weapon and armor choices.

1st Level

- Hidden Blade
- Magic Weapon

2nd Level

- Flameblade
- Frostblade

3rd Level

- Bane Blade
- Greater Magic Weapon

4th Level

- Returning Blade
- Rusting Blade

5th Level

- Flashing Blade
- Mass Magic Weapon

6th Level

- Dancing Blade
- Wounding Blade

7th Level

- Storm of Blades
- Vorpal Blade

SPELL DESCRIPTIONS

BANE BLADE, LEVEL 3 WARRIOR-MAGE

CT 1	R touch	D 1 min/lvl
SV n/a	SR n/a	Comp V, M, FW

This spell imbues the warrior-mage's focus weapon with the ability to cause an additional 2d6 points of damage on a successful hit against a specific species of enemy. There is no saving throw against this additional damage, and spell resistance does not apply.

The material component of the spell is a bit of fur, bone, or skin from a member of the species that was slain personally by the warrior-mage; this is rubbed on the weapon during the casting, and can be reused.

DANCING BLADE, LEVEL 6 WARRIOR-MAGE

CT 1	R touch	D 1 min/lvl
SV n/a	SR n/a	Comp V, FW

This spell imbues the warrior-mage's focus weapon with the ability to levitate, move, and attack on its own. The weapon hovers at a height as though wielded by the caster, and can only move as though it were so wielded (i.e., it cannot fly over chasms or dance 50 feet in midair). The warrior-mage mentally controls the blade as though it were another character with the AC, hit points, movement, and attack abilities of the caster, though full concentration is not required. The warrior-mage may then engage in other activities, mentally commanding the weapon as needed. The weapon can be attacked, and if reduced to 0 hit points it drops to the ground unharmed. The weapon cannot pass out of sight of the caster, or the spell ends and the weapon falls to the ground.

If the spell is cast on a bow or crossbow, it also animates the caster's quiver or bolt case, which remains next to the weapon at the normal distance, and missiles in the quiver will fly to the weapon as though guided by a ghostly hand.

The warrior-mage cannot cast spells through the dancing weapon unless she takes it in hand (this does not end the spell).

FLAMEBLADE, LEVEL 2 WARRIOR-MAGE

CT 1	R touch	D 1 min/lvl
SV n/a	SR n/a	Comp V, FW

This spell causes an aura of flames to erupt around the working portion of the focus weapon; the flames do not harm the weapon or the warrior-mage. The flames may be of any color of the warrior-mage's choice. Upon a successful hit the weapon deals an additional 1d6 points of fire damage, 2d6 to cold-based creatures. A weapon cannot be enchanted

with the flameblade spell at the same time it is enchanted with frostblade spell.

FLASHING BLADE, LEVEL 5 WARRIOR-MAGE

CT 1	R touch	D 1 rnd/lvl
SV n/a	SR n/a	Comp V, FW

This spell is a specialized version of haste that enables the caster to make additional attacks every round with her focus weapon. The warrior-mage may make one additional attack per three levels per round, i.e., three at 9th level, four at 12th level, five at 15th level, etc.. Each attack is with full normal bonuses to hit. This spell does not affect movement rate or any other actions the caster can take during a round.

Unlike haste there are no aging penalties for casting this spell.

FROSTBLADE, LEVEL 2 WARRIOR-MAGE

CT 1	R touch	D 1 min/lvl
SV n/a	SR n/a	Comp V, FW

This spell causes an aura of glacial cold to erupt around the working portion of the focus weapon; the weapon itself becomes encased in bluish ice. The cold and ice do not harm the weapon or the warrior-mage. Upon a successful hit the weapon deals an additional 1d6 points of cold damage, 2d6 to fire-based creatures. A weapon cannot be enchanted with the frostblade spell at the same time it is enchanted with flameblade spell.

GREATER MAGIC WEAPON, LEVEL 3 WARRIOR-MAGE

CT 1	R touch	D 1 min/lvl
SV n/a	SR n/a	Comp V, FW

This spell enchants the caster's focus weapon with a magical bonus to hit and to damage. The bonus is +2 at 5th level, +3 at 8th level, +4 at 12th level, and +5 at 16th level. The total magical bonus to hit upon a weapon is limited as per the magic weapon spell, below.

HIDDEN BLADE, LEVEL 1 WARRIOR-MAGE

CT 1	R touch	D special
SV n/a	SR n/a	Comp FW

This spell causes the caster's focus weapon to disappear, seemingly into thin air; it magically merges with the caster, appearing on her body as a small tattoo or birthmark wherever she wishes the mark placed. Spells cast upon the focus weapon go dormant, and time spent merged does not count toward the duration of such enchantments; the duration is "paused" while the weapon is merged. The weapon re-appears in the caster's hand instantly when the caster makes the mental command for it to do so. Making the weapon re-appear ends the spell and re-starts the countdown on the duration on any enchantments already on the weapon where it was paused.

MAGIC WEAPON, LEVEL 1 WARRIOR-MAGE

CT 1	R touch	D 1 min/lvl
SV n/a	SR n/a	Comp V, FW

This spell grants the caster's focus weapon a +1 magical bonus to hit and to damage. The bonus is on top of any other bonuses already on the weapon due to spells or other enchantments, though the weapon cannot have more than a +5 total bonus to hit and damage from magical effects.

MASS MAGIC WEAPON, LEVEL 5 WARRIOR-MAGE

CT 1 minute	R touch	D 10 min/lvl
SV n/a	SR n/a	Comp V, S, FW

This spell enables the caster to enchant one weapon per level with the effects of the magic weapon spell, as per above, save for the extended duration. Each weapon to be enchanted must be held by the wielder and touching the caster's focus weapon during the minute-long ritual. Each weapon gains a +1 magic bonus to hit and to damage, with the limits as per the magic weapon spell.

The focus weapon is not required to be one of the weapons enchanted.

RETURNING BLADE, LEVEL 4 WARRIOR-MAGE

CT 1	R touch	D 1 min/lvl
SV n/a	SR n/a	Comp V, FW

With this enchantment the caster is able to throw her weapon at enemies and the weapon returns magically, flying through the air at the end of the round unerringly to her hand (arrows and bolts fly magically to quiver or case, respectively). If the weapon is not designed to be thrown, this enchantment enables it to be thrown, with a base range of 10 feet. An opponent may attempt to hold onto the weapon, denying its return; this is considered a grapple attack. If the grapple fails by more than five points, not only did the opponent fail to hold onto the weapon, he also damaged himself with it, taking normal base damage.

RUSTING BLADE, LEVEL 4 WARRIOR-MAGE

CT 1	R touch	D 1 min/lvl
SV n/a	SR n/a	Comp V, M, FW

This spell grants the focus weapon the ability to rust metals, as per the rust ability of the rust monster (M&T pg. 71). The weapon is unharmed by the spell, and in fact gains immunity from any similar effects during the duration of the spell.

The material component for the spell is an antenna or tailfin of a rust monster, rubbed on the weapon during the casting of the spell; this item may be re-used.

STORM OF BLADES, LEVEL 7 WARRIOR-MAGE

CT 1	R touch	D 1 rnd/lvl
SV n/a	SR n/a	Comp V, FW

When this spell is cast, magical duplicates of the focus weapon appear to burst forth from the weapon and fly to attack nearby opponents. The spell creates one duplicate for every two caster levels, i.e., six at 13th level, seven at 14th level, eight at 16th level, etc. These duplicates each have all the enchantments of the original that were in effect when the spell was cast, with the remaining durations as per the original. The duplicates attack as per the dancing blade spell, above. If the spell is cast upon a bow or crossbow, the primary quiver of the caster is duplicated and provides ammunition for the weapon, as per the dancing blade spell. At the end of the duration all the duplicate weapons disappear.

VORPAL BLADE, LEVEL 7 WARRIOR-MAGE

CT 1	R touch	D 1 min/lvl
SV n/a	SR n/a	Comp V, M, FW

When this spell is cast the focus weapon gains the abilities of

a vorpal blade (M&T pg. 103). A bashing weapon knocks the head off, a piercing weapon skewers the brainpan and drain the brains out the other end, etc., whatever appropriate similar effect that causes instant death upon a natural 20 to hit. The weapon does not gain the magical bonus to hit and damage, only the decapitation ability.

The material component for the spell is the claw, horn, or scale of a jabberwock, rubbed on the weapon during the casting of the spell; this item may be re-used.

WOUNDING BLADE, LEVEL 6 WARRIOR-MAGE

CT 1 R touch D 1 min/lvl
SV n/a SR n/a Comp V, FW

Author: James Mishler
Graphic Design: Peter Bradley
Adventure Games Publishing

PO Box 185
Iola, WI 54945

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When this spell is cast the focus weapon gains the abilities of a featheredged blade (M&T pg. 103). A bashing weapon shatters a limb permanently, a piercing weapon skewers the hand making it permanently useless, etc., whatever appropriate similar effect that causes the affected limb to fall off or become permanently useless. The weapon does not gain the magical bonus to hit and damage, only the featheredged ability.

The material component for the spell is a piece of obsidian, rubbed on the weapon during the casting of the spell; this item may be re-used.

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