

Order of Wizards

The order of Wizard has been around since the end of the 3rd Age. It, like any organization, has had its good and bad moments but generally those in the order are sought after for the great magical works they can perform.

The Order of Wizards has nine orders within the organization. The orders range from nine the lowest to one the highest. It is a prestigious order and many dabble in the lower orders but few attain the true power of the first order. Many join the order with high hopes of becoming a Wizard of the First Order, but few have the temperament, patience or skill to attain it. For this reason there are many that never surpass the lower orders. As one moves higher and higher through the order the respect and the manipulation begin. Those that wish you to use your power for their gains. This is the greatest temptation a Wizard will face and those that wish to harness that power will offer any inducement to gain the wizard's alliance.

Membership Requirements

Spell Craft 8+

Employment (Calligraphy) 4+

Mana Regeneration rate of at least 1

Personality Profile: Morality: Must have an average score of at least 5.

When you join you become a member of the Ninth Order of Wizards. Otherwise you must train.

Training:

You must spend one year in training with a wizard of the sixth order or higher.

Each month you gain 1 CP to spend. By the end of 12 months, you gain training in each of the 8 schools of magic.

At the end of this training, you are required to take 8 tests. This will encompass magic from all 8 schools. You pass with 6 of 8 tests passed. Each test consists of a problem and you must verbally construct a spell to address the problem. You must use one school to address the problem. However, you cannot use a school more than one time during the testing. This may trip you up in your test as many students use an obvious spell to solve 1 problem only to realize at the near the end of the test that, that school is the only one to fix the last problem. You may wish to role-play it; in this case, your GM should give you some added incentive, a magic item or a few CPs. If you pass the test, the order makes you a Wizard of the 9th Order.

Order	Required	Benefit
9	See Above	+1 mana Regeneration Rate, 9 mana
8	Spell Craft 19	+1 mana Regeneration Rate, 8 mana Spell Seed, Detect Magic Devotion, Light Gimmick Improved
7	Spell Craft 25	+1 mana Regeneration Rate, 7 mana, Spell Seed, Magic Resistance Devotion
6	Spell Craft 30	+1 mana Regeneration Rate, 6 mana Magic Item Identification Devotion, Advanced Aura
5	Spell Craft 4, train someone to become a 9 th order member	+1 mana Regeneration Rate, 5 mana Create Rite
4	Spell Craft 45	+1 mana Regeneration Rate, 4 mana Writing in the Air Seed, You receive the Body Ritual, Advanced Creation Rite
3	Spell Craft 50	+1 mana Regeneration Rate, 3 mana Advanced Communication Rite
2	Spell Craft 60	+1 mana Regeneration Rate, 2 mana Elite Maintenance, Spell Penetration, Devotions and Rituals, Who's Who Seed, Asteroids & Meteors Seed
1	Spell Craft 70	+1 mana Regeneration Rate, 1 mana Create a Ritual, Temporal Time Seed

Rite advancements are not rites in themselves; they just give you more when you cast those rites. You need to have the Rite to gain any benefit from its Rite advancement.

- **Alarm Rite, Advanced:** You can cast the *Alarm* rite in ½ the time and at no cost.
- **Aura Rite, Advanced:** Any *Aura* you might have or get in the future will last your lifetime if you wish.
- **Creation Rite, Advanced:** You get the *Creation* rite at ½ the gc cost and ½ the casting time.
- **Communication Rite, Advanced:** You get the *Communication* rite at ½ the gc cost and ½ the casting time
- **Light Gimmick, Advanced:** You can do this at will as a free action. It costs no VPT, and you can have as many lights as you wish active at one time. The duration is 8 hours.

		Skill Check	Ability	Mana	LOC	VPT
Asteroids & Meteors (Trickery)		55	Int	35	No	
Resist	Acrobatics (Tumble) ½ damage, Special					
<p>Icy Asteroid: The Asteroid targets 1 hex and encompasses a burst of 2 hexes beyond that. <u>Anyone in the target hex, when the asteroid hits, gets no Resist Check.</u> Once cast the target hex has been set, it cannot be changed. It takes 1 minute for the asteroid to arrive after the casting is complete. The caster cannot alter the area once cast. The asteroid does 15d6 damage to everything in the area.</p> <p>Fiery Asteroid: This effect creates a fiery meteor that you can hurl at a target. The asteroid does 6d6 damage impact to the target and a burst of 8d6 fire damage in a 3 hex radius. You can increase the damage 1 dice in both by spending 12 mana.</p>						
20	You gain back ½ the mana you just spent.					
2	Your hex is the target hex.					

Create a Rite: You can create a rite. See your GM. Remember rites are just big spells. So if something seems so big or epic not to be a spell it is a rite. Also things in the campaign world might force a spell to be a rite.

Create a Ritual: You can create new rituals for various orders, including your own.

Devotions and Rituals: You are taught the various devotions and rituals of your order and can perform them on others of your order. You must have the ritual in your tome. If you perform these Devotions on characters, who are not in the Order of wizards, the devotion lasts 1 hour and cost nothing to perform.

Elite Maintenance: You can pick 1 spell you have cast; you can reduce the VPT by, minimum 0. If you have a spell that now requires no VPT, you can maintain it even while you sleep. But the spell goes down if you go below 0 Vitality and go unconscious.

Lost City			
Requirement:	First order or wizards, Sleight of Hand (Trickery) 60+	Pages:	25
Casting Time:	4 days	Cost:	100 gc per building
Duration: 1 day, but can make permanent by spending 1,000 gc per day instead of 100.			
Effect: Hides a structure from all forms of sight, detection and locating spells.			

Ritual of Duplication			
Organizations	Order of Wizards'		
Requirement	Analysis (Magic) 45+		
Activation Time:	4 Hours	Cost	A number of gc = to 10 * the Craft check.
Duration	1 Day, but it is permanent if you have a Permanency Talisman on you during the ritual.		
Effect: This ritual can duplicate any magic item as long as it is not an artifact or relic.			

Spell Penetration: Any target of your spells has its magic resistance reduced by 5%.

Spell Seed: You gain a spell seed for your tome and it does not cost a CP to do it. You still must pay the gold and spend the time.

		SC	Ability	Mana	LOC	VPT
Temporal Time (Magic)		55	Int	37	No	Special
Resist		Acrobatics (Tumble) Negates				
Delineation: This takes the target out of the current time stream and lets 1 hour pass for the target while no time passes where he was when the spell was cast.						
Temporal Stasis: This puts the target in a coma like state. The target has no need for sustenance and does not need to breathe or age. The target cannot be harmed in any way in this state.						
20	You gain ½ your mana back after the casting of the spell. Further, your Critical Failure range with this seed is 1 better until you sleep.					
2	Your mana is frozen in time until you rest. It won't regenerate and you can not use any of your personal mana.					

		SC	Ability	Mana	LOC	VPT
Who's, Who (Trickery)		73	Chr	46	Yes	8 per Creature
Resist		None				
This effect creates 2 exact duplicates of the target. They get his Defense, skills, MR, equipment and all current hit points. They use the target's pool of mana. Any other resources are not duplicated. Each acts separately on the target's initiative as separate characters. Killing a duplicate does not harm the original. The duplicates are always the 1 st to die no matter what.						
20	You get ½ your mana back					
2	You loose double mana and you can't use this seed for 30 days.					

		SC	Ability	Mana	LOC	VPT
Writing in the Air (Alteration)		28	Com	22	No	3 for Sky
Resist		None				
Air Writing: This effect writes in the air. You can write in any language you know. The Writing looks like what you wrote on the paper and is any color you want.						
Sky Writing: This Effect allows you to write in the sky above a specific Geographic location. You can write in any language you know. Remember the more you write the smaller the text and it will be harder to read. You must write on a piece of paper what you want written in the sky and then the cast the spell. The writing is in any color you specify.						
20	The VPT is one less, further you gain ½ your mana back.					
2	The writing comes out gibberish and you loose 5 more mana for your trouble. Your error range with this seed goes up for 1 day.					

Wizards of the First Order always think in bigger terms, the big picture, the bigger opponent etc. All sizes are one size smaller for purposes of calculating mana. Since your magic is now epic, you can affect things on a larger scale. There are some additional size categories for you to consider.

Size Category	AB & DB Bonus	Base Strength †	Base Vitality	Move Adjust in Hexes	Space in Hexes	Stealth Adj.	Claw or Primary Weapon	Bite Tail or 2ndary	Height Range	Weight Range
Miniscule (1)	+3	2	1	-2	1/8	+4	1	1	Under 1'	Up to 4 lbs
Tiny (2)	+2	4	2	-1	¼	+2	2	1	1'-3'	5-50
Small (3)	+1	6	4	0	1	0	1d4	1d2	3'-5'	51 – 140
Medium (4)	0	6	4	0	1	0	1d4	1d4	5'-10'	141-400
Large (5)	-1	10	8	1	2	-2	1d8	1d6	10'-20'	401-800
Huge (6)	-2	14	10	2	4	-4	2d6	1d8	20'-40'	801-1600
Gargantuan (7)	-3	18	12	3	9	-6	2d10	2d8	40'-60'	1601-3200
Colossal (8)	-4	24	20	4	16	-8	2d20	2d12	60'-99'	3-5 Ton
Enormous (9)	-6	32	36	8	25	-16	3d20	3d12	100-199'	6-12 Tons
Vast (10)	-10	42	54	16	49	-32	1-100	4d12	200'-400'	13+ Tons
Epic (11)	-18	54	81	32	Unlimited	-48	2d100	1d100	21k+	

Colossal is about the size of a building

Enormous is about the size of a small set of 4 buildings

Vast is the size of a small city block.

Epic covers everything larger.