

Mezla Campaign
House Rules & Player's Guide

2/29/12



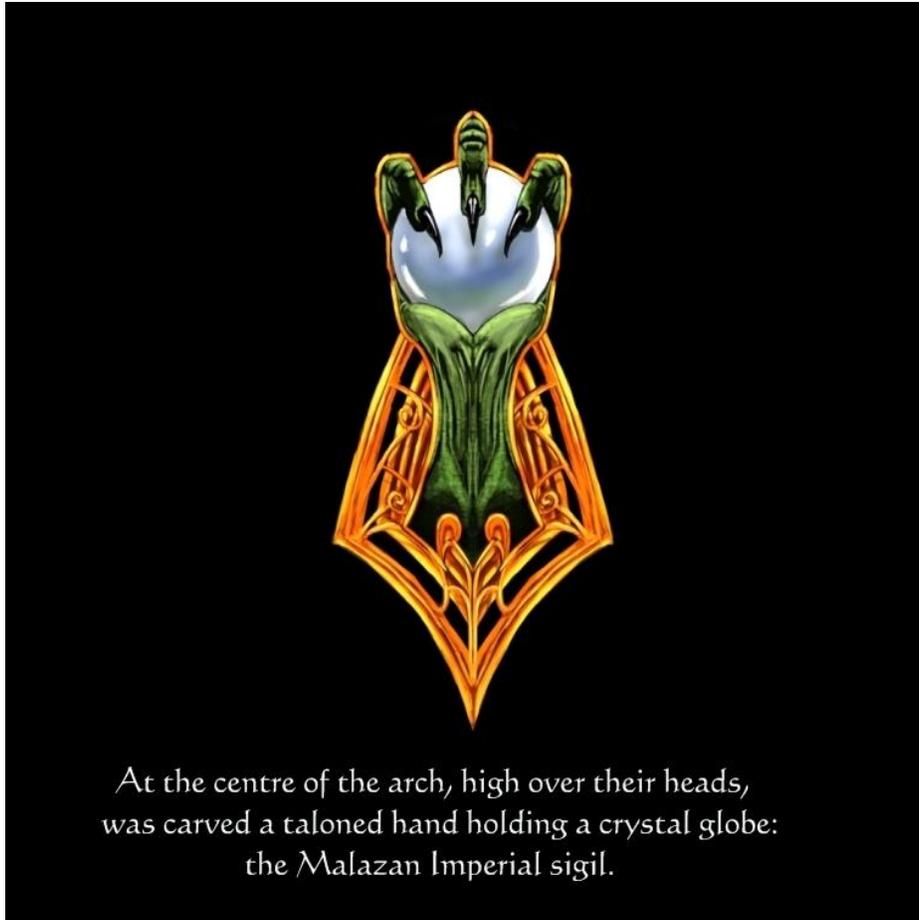
*A vision. An omen, yes. I know now what awaits us.
At the far end. At the far end of this long, long road.
Oh gods...*

All images are from www.malazanempire.com unless otherwise noted.

All rules stand in-game, subject to debate off-game

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1. Introduction

The Mezla Campaign is an attempt to capture the mood and feeling of the Malazan Book of the Fallen series by Steven Erikson. The world is dark and complicated and operates significantly differently from standard AD&D. This campaign will use AD&D version 3.5 rules as a basis with significant modifications outlined in this manual. Players are free to use material from any source provided it is approved by the DM. Source material heavily used in this campaign is found in the source books listed in the table.

Abbreviation	Source Book	Publisher
BC	The Black Company	Green Ronin Publishing
TWP	Thieves World Players Manual	Green Ronin Publishing
UA	Unearthed Arcana	Wizards of the Coast

2. Player Characters

a. Creation

Player characters may be created using all standard AD&D 3.5 rule books with the goal being to create characters that fit the mood of the Malazan Book of the Fallen series. Other source material is welcome upon the DM's approval. Player character creation follows the standard rules with several exceptions. Skills, feats, flaws, and other character creations items must be approved by the DM.

Player Character Creation Modifications	
Item	Modification
Attributes	Roll 5d6, take the best 3 and organize at will
Backgrounds	Backgrounds (BCp53),
Skills	New Mundane Skills (BC p88), Magic Skills (Detect Magic, Prestidigitation, Resistance; BC p90)
Feats	New Feats (all Command, many General and Magic, check with DM; BC p93)
Massive Damage Threshold	Amount of damage from a single hit that will cause massive damage (TWP p126). Calculated by $MDT = CON + Size\ Mod + Armor$ (including bonuses).
Reputation	Base Reputation is 1 for starting characters, the party and groups the party may become associated with also will have reputation (UA p 180)
Sanity	All characters have a starting Sanity score of $5 \times WIS$. Max sanity is 99. (UA p 194)



b. Advancement

The player character advancement modification table shows where the Malazan Campaign differs from standard rules. Player characters in military service advance levels automatically and gain other bonuses due to continual training. Players who are promoted then demoted retain the bonuses of the highest rank they have attained.

Experience and Level Dependent Benefits							
Level	XP	Max Skill Ranks	Feats	Ability Increases	Skill Point Bonus	Base Reputation	Character Category
1	0	4				+1	Low
2	1,000	5		+1	+2	+1	
3	3,000	6	+1		+2	+1	
4	6,000	7		+1	+2	+1	
5	10,000	8	+1		+2	+2	Mid
6	15,000	9		+1	+2	+2	
7	21,000	10	+1		+2	+2	
8	28,000	11		+1	+2	+2	
9	36,000	12	+1		+2	+3	
10	45,000	13		+1	+2	+3	High
11	55,000	14	+1		+3	+3	
12	66,000	15		+1	+3	+3	
13	78,000	16	+1		+3	+4	
14	91,000	17		+1	+3	+4	
15	105,000	18	+1		+3	+4	Very High
16	120,000	19		+1	+3	+4	
17	136,000	20	+1		+3	+5	
18	153,000	21		+1	+3	+5	
19	171,000	22	+1		+3	+5	
20	190,000	23		+1	+3	+5	
21	210,000	24	+1		+4	+6	Epic
22	231,000	25		+1	+4	+6	
23	253,000	26	+1		+4	+6	
24	276,000	27		+1	+4	+6	
25	300,000	28	+1		+4	+7	
26	325,000	29		+1	+4	+7	
27	351,000	30	+1		+4	+7	
28	378,000	31		+1	+4	+7	
29	406,000	32	+1		+4	+8	
30	435,000	33		+1	+4	+8	

Player Character Military Roles & Ranks		
Role / Rank	Description	Bonus Skills & Feats
Soldier	A standard soldier experienced in conventional land-based military operations	
Sailor	A sailor on a ship experienced in ship-to-ship military operations	Sea Legs and Flotation feats
Marine	An elite soldier experienced in independent and ship-to-shore operations	+2 Knowledge – Military Operations skill
Sapper	An elite soldier experienced in military engineering	+2 Knowledge – Military Operations skill
Corporal	A squad leader	+2 Command skill
Sergeant	A platoon leader	+2 Command skill, Leadership feat
Lieutenant	A company leader	+2 Command skill, +1 Command feat
Captain	A battalion leader	+2 Command skill, +1 Command feat
Fist	An army leader	+2 Command skill, +1 Command feat
High Fist / First Sword	Commander of all armies	+2 Command skill, +1 Command feat
Note: All bonus skills and feats are cumulative.		

c. Races & Languages

Player characters may create characters from the human and giant races of the Quon Tali continent. Each race has its own racial language. A Trade Tongue exists that constantly changes and is a conglomeration of many languages. All player characters gain 3 ranks in their native language and in the Trade Tongue for free which gives literacy. To speak or gain literacy in other languages a character can spend bonus language points or skill points on the Speak or Literacy skills. The Speak skill costs 1+ point(s) and the Literacy skill costs 3(+) points.

Available Player Races & Classes from the Quon Tali Continent	
Human Races	
Race	Description and Classes Available
Malazan (Mezla)	From Malaz Island, a pirate haven
	All standard
Napan	Seafarers from Napan Island, a former pirate haven, recently conquered by Untan. Skin color is greenish to bluish, hair is often curly, physical features are often angular. Napan culture favors the functional rather than the stylish.
	All standard

Dal Honese	Dark skinned jungle dwellers from S Quon Tali. Frequently practice scarification by cutting and abrasion (rather than tattooing) as part of aesthetic, social, and religious practices.
	All standard
Seti	Tribal plains dwellers from central and northern Quon Tali known for their superstitious nature. Their civilization has largely been assimilated into other groups. They still dwell in tribal groups and are recognized by the countless charms and trinkets they attach to their bodies, clothing, weapons, and armor.
	All standard except wizard and cleric
Untan	Coastal tribal horsemen, now traders, from E Quon Tali. Conquered the Dal Honese and Kanese peoples. Noted for their political and social corruption and intrigue, the upper classes frequently duel over real or imagined slights. They are reputed to be involved in the slave trade.
	All standard except wizard and cleric
Wickan	Tribal plains horsemen from NE Quon Tali that rank among the greatest horsemen in the world). Noted for their bluish skin, dark eyes, facial hair, and tattoos on their faces and bodies. Warriors often file their teeth. They are a wise and noble people that are organized into tribes that constantly battle each other. A few of the tribes are the Crow Clan, Foolish Dog Clan, and Weasel Clan.
	All standard except wizard and cleric
Kartoolian	Seafarers and traders from Kartool Island
	All standard
Giant Race	
Race	Description and Classes Available
Fenn	Descendents of Thelomen Toblakai (Elder race), they are forest and mountain dwellers in N Quon Tali. Very few are left on Quon Tali.
	Fighter, Barbarian, Ranger, Shaman-types



1) Fenn (Giant) Race

Appearance			
<p>Descendants of the Thelomen Toblakai, Fenn are tall (avg 8-10') and amazingly quick for their size. The Fenn live in the forests in the hills and mountains of Northern Quon Tali. They live close to stands of Bloodwood Trees. They take on features from the humans they have interbred with, but the more pure blood have light brown skin and dark hair and eyes.</p>			
Attributes	+6 STR, +2 CON, -2 WIS, -4 CHA	Alignment	Any
Skills	Survival +2, Spot +2, Intimidate +2	Resistances	SR 12+1/level
Languages	Fenn + one Quon Tali language	Base Move	40'
Warrens	Any human accessible	Base AC	14 (-1 size, +5 natural armor)
Dieties	Tribal spirits only	Vision	Normal, Low-light
Special	Regeneration +1/round, immune to normal disease	Level Adjust	+2
Weapons	2 handed preferred (e.g. Large Greatsword 2d8)	Size	L
<p>"The Fenn had fallen far from their past glories, yet they remembered enough to know their old name...Thelomen Toblakai"</p>			
Notes:			
<p>1. Attribute adjustments: Fenn are very large and muscular and hence the physical attribute enhancements. Fenn society is very different from human (the dominant race on this world), particularly in terms of values and hence the social adjustments.</p>			
<p>2. Fenn revere Bloodwood Trees. They make Blood Oil from extracts from the trees. Fenn weapons are made of Bloodwood, which is as strong and hard as steel when treated with Blood Oil (extract from the trees). They carve the wood into idols of their spirit elders.</p>			
<p>Blood Oil: When consumed in moderate amounts (1 dose, duration 1 hour), the Fenn gains SR +4 and Regeneration +4/round. In large doses (2+ doses, duration 10 min per dose >1) it can also increase physical attributes and aggressiveness (+2 STR, +4 CON, Automatic Rage, 2x Rage duration, cannot voluntarily stop raging, indiscriminate attacking – may lead to attacking allies as well as foes). When applied to a weapon (1 dose, duration 1 week), the weapon gains the properties of the highest grade steel, unbreakable and keen, and the weapon itself gains SR 16 and +5 to all saves.</p>			
<p>Society: Fenn are organized along tribal lines and are hunter-gatherers with some agriculture. They are not nomadic and so are found in fairly low numbers and are very territorial. Leadership is provided by elders in each village. The Fenn are somewhat sexist with society warrior oriented and male dominant, although many women do become respected warriors. Fenn interact with humans for items they cannot produce themselves (primarily metal implements). They refer to humans as "children". If provoked by any human incursion into their territory, the Fenn will send punitive raiding parties down from the mountains and completely destroy any human villages and cities they come across. All men are killed, all women are raped (with a little help from Blood Oil), and the children are left alone. Fenn can be of any alignment but culturally follow lawful inclinations centering on personal honor. For example, it would not occur to a Fenn to lie, they will say things as they see them. If the other party doesn't like it then violence may occur.</p>			



"We left a debt in blood," she said, baring her teeth.
"Malazan blood. *And it seems they will not let that stand.*"

*They are here, on our shore.
The Malazans are on our shore.*

d. Religion

There is a long list of gods and goddesses in the Malazan world. Many are ascendants and others are animalistic. The main difference between the elder gods and the current pantheon is one of generation. To most people they are all the same and need to be appeased in order to gain favor. The gods and ascendants on the list are those known of in Quon Tali. There is no doubt that others exist now or may come to exist over time. The power of the gods is derived from the act of worship. Most of the gods dwell in their home Warrens where they gain security and power from worshippers. Others, however, take on reduced power and increased vulnerability by interacting directly in the world. While some may be perceived as good or evil, their motivations are beyond the ken of mortals and their true alignments may differ from expectation. Many people believe that all gods are merely powerful mortals who have 'ascended'.

Elder Gods, the Pantheon, and Ascendants	
Elder Gods	
Name	Other names
Draconus	Consort of Dark, Suzerain of Night
Osríc	Osserc, Lord of the Sky, Champion of High House Light
K'rul	God of the Warrens
Mael	God of the Seas
Nightchill	Sister of Cold Nights
Kaminsod	The Crippled God
The Pantheon	
Name	Other names
Apsal'ara	Lady of Thieves
Beru	Lord of Storms
Burn	The Sleeping Goddess
Cotillion	The Rope, Patron of Assassins
D'rek	The Worm of Autumn
Dessembræe	Lord of Tears, Lord of Tragedy
Fener	Tennerock the Boar (War)
Gedderone	Lady of Spring and Rebirth
Hood	King of High House Death
Jhess	Queen of Weaving
Mowri	Lady of Beggars, Slaves, and Serfs
Nerruse	Lady of Calm Seas and Fair Winds
Oponn	Twin Jesters of Chance
Poliel	Mistress of Pestilence and Disease
Shadowthrone	Ammanas, King of High House Shadow
Soliel	Shedenul, Lady of Health, Mistress of Healing
T'riss	Queen of Dreams, Queen of High House Life
Treach	Trake, The Tiger of Summer and Battle (War)
Some Ascendants and Others of Importance	
Name	Other names
Anomander Rake	Son of Darkness, rules Moon's Spawn
Caladan Brood	A warlord
Kallor	The High King
The Hounds of Shadow	Mystical hounds the size of horses
Great Ravens	Giant intelligent ravens
Azath	Mystical elder race

e. Classes

1) Sapper – Modified Ranger Class and Military Munitions

The Sapper is a modified Ranger that uses alchemy skills instead of spells. All other aspects of the Ranger class are followed according to the standard rules. The Sapper is a Ranger that specializes in utilizing and manufacturing military Munitions. There are four types of military Munitions listed in the Munitions Types table. Sappers gain recipes for Munitions at odd levels according to the Sapper Recipe Progression Table. As the Sapper progresses the recipes become more powerful in rank according the Sapper Munitions Tables . In addition to fire, Alchemical Munitions may use any element including air (sound, electrical), water (ice, steam), and earth (magma, dust). Other elements may exist. Sappers may research new munitions of their own much in the same way that spell casters research rituals.

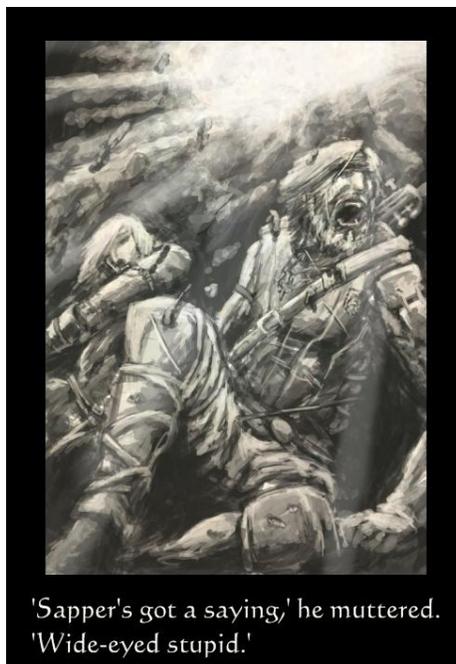
Munitions Types			
Munitions Type	Description	Examples	Malazan Examples
Special Effect	Munitions designed for signaling or creating stunning, concealment, and other effects	Flash-bang Grenade, Red Flare, Smoke Grenade, Parachute Flare	Smoker
Low Explosive	Munitions designed to use low velocity shock to push or move a target	Crater Charge, Wall Breaching Charge	Cusser
Incendiary	Munitions designed to spread elemental damage to a target	Molotov cocktail, napalm	Flamer, Burner
High Explosive	Munitions designed to use high velocity shock to destroy a target	Shaped charge, Hand Grenade	Cracker, Sharper

Sapper Munition Progression				
Character Level	Gain Munition Type and Rank			
	Special Effect	Low Explosive	Incendiary	High Explosive
1	1st			
3		1 st		
5			1 st	
7	2 nd			1 st
9		2 nd		
11			2 nd	
13	3 rd			2 nd
15		3 rd		
17			3 rd	
19				3 rd

Munition General Statistics			
Manufacture DC	Thrown Range	Missile Range	Weight
15	30'	100'	1 lb

Munition Main Effects	
Type	Effect
Special	Spell-like or Concealment (30%)
Low	Move 10 cubic feet earth / 5d6 damage Move 10 cubic feet masonry / 20d6 damage
Incendiary	Flammable Target DC 10 or catch fire
High	Antipersonnel – Shock DC = save DC -3 Structure Damage = save DC

Munition Antipersonnel Effects and Statistics								
Rank	Damage to Creatures				Save DC	Area of Effect	Duration	Cost
	Special	Low	Incendiary	High				
1 st	None	1d2/level max 5d6	1d6/level + 1/r max 5d6	1d6/level max 5	13	30' dia	1 r / lvl	50 gp
2 nd	None	1d2+1/level max 10d6	1d6/level + 2/r max 10d6	1d6/level max 10	16	40' dia	3 r / lvl	100 gp
3 rd	None	1d4/level max 20d6	1d6/level +4/r max 20d6	1d6/level max 20	19	60' dia	1 t / lvl	200 gp



f. Skills

Player characters gain 2 extra skill points per level to reflect the training they receive while serving in military forces. Additionally, this training also makes all skills available as “class” skills with the exception of class exclusive skills. Additional skills are available at the DM’s discretion. Skill checks will always be made when skills are used (no take 10 or 20’s). A 1 always fails and a 20 always succeeds.

New Skills		
Name	Key Attribute	Description
Detect Magic (replaces Spellcraft)	INT	Trained only. Gives character the ability to detect magical emanations. Success is automatic if the character possesses access to the Warren being detected. To detect other Warrens the character must make a skill check. The DC for human Warrens is 15 and Elder Warrens is 25. Further use described in BC p 90.
Sneak (replaces move silent and hide in shadows)	DEX	Gives the character the ability to blend into the background and move with detection. It is a semi-mystical ability.
Knowledge – Ascendants	INT	Trained only. Gives specific knowledge about Ascendant beings.
Knowledge – Elder Races	INT	Trained only. Gives specific knowledge about Elder Races.
Knowledge – Military Operations	INT	Trained only. Gives specific knowledge about Military Operations. Is synergistic with Command for Company Scale Combat. Allows the recognition of opponents maneuvers and grants +1 initiative / 5 ranks in Company Scale Combat.
Knowledge – Elient	INT	Trained only. Gives specific knowledge about the Elient (dragons).
Knowledge – Ritual Magic	INT	Trained only. Gives spell casting characters the ability to research and cast ritual magic.
Knowledge – Warrens	INT	Trained only. Gives specific knowledge about Warrens. Synergistic with Detect Magic for determining nature of magic from Warrens.
Knowledge – <i>location</i>	INT	Give in-depth knowledge of a specific location (e.g. Malaz Island).
Speak (Language)	INT	Trained only. Levels by ranks: 1 poor, 3 fair, 5 good, and 7 mastery. At 3 ranks can convert to Literacy (Language).
Literacy (Language)	INT	Trained only. Levels by ranks: <3 none, 3 poor, 5 fair, 7 good, and 9 mastery.
Research	INT	Trained only. Requires Literacy. Allows character to perform research using libraries, government records, etc.
Command	CHA	Trained only. Used to command troops on the battlefield, bend others to your will, or utilize the Command feats. <i>BC p88</i>
Craft(Explosives)	INT	Trained only. Used for creating specialized alchemical preparations such as cussers, sharpeners, etc.

Craft(Genade Launcher)	INT	Used to modify or build crossbows/ballistas for use in launching explosive Munitions
Profession(Military Engineer)	WIS	Knowledge of the use and placement of explosive Munitions in military operations as well as in construction of fortifications, waste management, and bridge building

g. Feats

New feats specific to the Mezla Campaign will be added as needed. These feats are subject to DM approval.

New Feats			
Name	Category	Prerequisite	Description
Dodge	General		+1 AC
Craft Explosives	Item Creation	Profession(Military Engineer) 2 ranks	Allows for the creation of specialized alchemical preparation of explosive Munitions, bonus Craft(Explosives) +2
Grenade Launcher	General (weapon)	Simple Weapon Prof, base attack +4	Provides skill necessary to prepare and use crossbows/ballistas to launch explosive Munitions. Required to craft grenade launchers using Craft(Weapon) skill.
Military Engineer	General	Profession(Military Engineer) 4 ranks	Character is experienced in all aspects of military construction (fortification, waste management, bridge building, etc), bonus Profession(Military Engineer) +4
Sapper	General	Craft(Explosives) 8 ranks	Character is experienced in tactical and improvised applications of explosive Munitions, bonus Profession(Military Engineer) +2
Dream Walk	Magic	Able to cast 3 rd level spells	This feat allows a character to “quest” for information by projecting their spirit through a Warren that they have access to. While travelling through Warrens in this way, other beings may perceive and/or interact with the character’s spirit. Range of travel – same continent.
Spirit Walk	Magic	Able to cast 6 th level spells	This feat is similar to Dream Walk, but the range is unlimited and includes access to the Warrens themselves. Characters are still subject to perception and interaction with other beings while Spirit Walking.

3. Equipment

This list includes new or modified items for use in the game.

Weapon	Size	Cost (GP)	Damage	Critical	Range Increment	Weight	Type	Notes
Light Crossbow	S	35	1d8	19-20 x2	80'	6#	piercing	
Heavy Crossbow	M	50	2d8	19-20 x2	120'	12#	piercing	
Malazan Assault Crossbow	M	100	2d8+4	19-20 x2	50'	15#	piercing	minSTR 18, reload as light crossbow
Light Ballista	L	200	3d10	19-20 x2	200'	50#	piercing	1/3rd, 2 man crew
Heavy Ballista	H	300	4d10	19-20 x2	250'	100#	piercing	1/5rd, 3 man crew
Malazan Assault Broadsword	M	20	1d6+1	10-20 x2	na	10#	slashing	Malazan version of short sword

Item	Size	Cost (GP) +Maint Cost	Description
Munitions Lab	S	500 +50/m	10x10', 1 position Craft(Explosives) +2
Munitions Lab	M	2000 +100/m	15x15', 2 positions Craft(Explosives) +4
Munitions Lab	L	5000 +200/m	30x30', 4 positions Craft(Explosives) +6
Munitions Enclosure		100	1 use, reroll fumble on Craft(Explosives) check
Additional Poisons Available			BC p115

Masterwork Level	Cost Modifier (GP)	DC Modifier	Time	Benefit
Fine	+500	+2	X2	1
Excellent	+1500	+4	X3	2
Exceptional	+3000	+6	X5	3
Superior	+6000	+10	X8	4
Masterwork	+8000	+15	X12	5
Masterpiece	+10,000	+25	X20	6



4. Combat

a. Levels of Combat

Character, Company, Army – BC pp125

b. Character Level Combat

Features of Character Level Combat	
Item	Description
Effects	Will include full surprise rounds, advantage, conditions, and battlefield events (BC p126)
Critical Hits & Fumbles	Critical Hit on 20 + backup roll, Fumble on 1 and fail DC 15 reflex roll, will include Grievous Injuries (BC p130)
Death	-2x CON HP
Bleeding	At <0 HP, 1/round, stabilize with healing spell or bandage
Massive Damage	If a character takes damage from 1 source that exceeds their Massive Damage Threshold, make a Fortitude save DC 15, if fail character is at -1 HP, unconscious, and bleeding out (TWpp126).
Severe Injury	If a character takes Massive Damage from a critical hit and fails the Fortitude save, they also gain a severe injury that will require High Denul to treat (TWpp127).

Character Level Combat Turn Order	
Pre Turn	Action
1	Roll Initiative – d10 + bonuses
2	Order of participants goes from high to low
Turn	Action
1	Warrens – no spells can be cast without a Warren open
2	Intent
3	Attempt intended action

c. Company Level Combat

Company Scale Combat occurs when the player characters participate in conventional military operations. It will follow the modified rules presented in the Company Scale Combat handout.

5. Magic

a. General Rules

Magic in the Mezla Campaign has significant differences from standard AD&D magic. Power for magic is drawn from Warrens that must be opened or held open by the caster in order to cast a spell.

“Any of you know what a warren is?... Gods, you might as well be living in mud huts! A warren, friends, is like a row of jugs on a shelf behind the bar. Pick one, pull the stopper, and drink. That’s what mages do. Drink too much and it kills you. But just enough and you can use it to do magic. It’s fuel, but each jug is different – tastes different, does different magic. Now, there’s a few out there, like our High Mage, who can drink from ‘em all, but that’s because he’s insane.”

- Sergeant Hedge to some new Bonehunter recruits

Warrens Accessible to Humans and Half-Giants				
Warren	Realm	Type	Exclusive School	Available Schools
Denul	The Path of Healing	Physical, Mental	Healing Domain	Conjuration
D’rissi	The Path of Earth	Physical		Conjuration, Evocation, Transmutation
Hood’s Path	The Path of Death	Metaphysical, Physical	Necromancy	Abjuration, Conjuration, Divination, Evocation, Transmutation
Meanas	The Path of Shadow and Illusion	Metaphysical, Mental	Illusion	Abjuration, Divination
Mockra	The Path of the Mind	Mental	Enchantment	

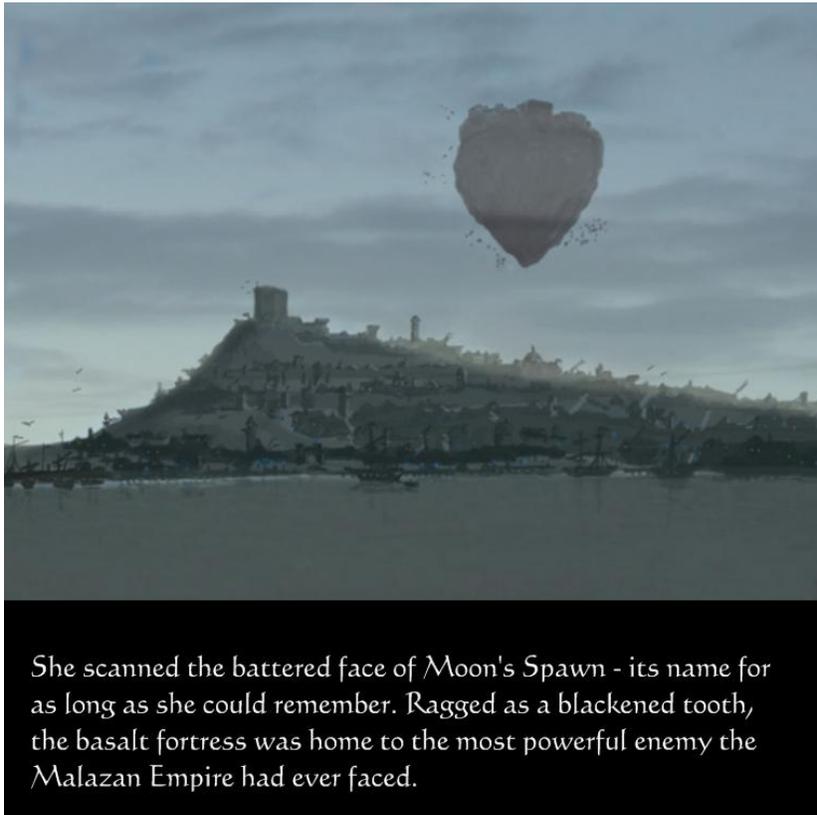
Rashan	The Path of Darkness	Metaphysical, Mental, Physical		Abjuration, Conjunction, Divination, Evocation, Transmutation
Ruse	The Path of the Sea	Physical		Conjunction, Evocation, Transmutation
Serc	The Path of the Sky	Physical		Conjunction, Evocation, Transmutation
Telas	The Path of Fire	Physical		Conjunction, Evocation, Transmutation
Tennes	The Path of the Land	Physical, Metaphysical		Abjuration, Conjunction, Divination, Evocation, Transmutation
Thyr	The Path of Light	Metaphysical, Mental, Physical		Abjuration, Conjunction, Divination, Evocation, Transmutation

All spells are open to all casters. The difference between priests and mages is the source of their power. Priests choose a god or ascendant and gain their power from that being without the need for spell books. Mages use their own will and knowledge of the Warrens to cast spells.

There are four types of spell casting in the Mezla Campaign and they are used in different circumstances. Spell casting is divided into fast casting and slow casting. In general, spell casting according to standard rules is fast casting and uses pre-prepared (memorized) spells during combat. There are two types of slow casting, normal and ritual and they are done off-combat. Players have access to any spell they know for normal casting and must research spells for ritual magic. A fourth type of casting is counter magic and can be conducted in fast or slow mode.

Types of Spell Casting			
Type	Use	Speed	Description
Tactical	Combat	Fast	Uses spell slots during combat, represents spells prepared in advance for near instant use.
Normal	Off-Combat	Slow	The spell caster can use any spell they know or can access. Requires a moderate level of concentration. Spells typically take 1 hour to cast. Spells can be maintained for as long as desired. Normal spell casting costs 1 CON point per hour and CON regenerates at the rate of 1 CON per hour of sleep.
Counter	Any	Both	Most magic between groups in combat is negated. Spell casters can negate spell effects during combat by expending a number of spell slots having levels equal to the spell being countered. Off-combat, spell casters can negate spells up to their casting level at a cost of 1 CON per spell countered.
Ritual	Off-combat	Slow	Ritual magic is the casting of spells, often in combination with other spell casters, over a long period of time. Ritual magic rules are covered later in this document. Ritual magic requires complete attention and the spell caster is considered a helpless opponent for the purposes of attacks. Multiple casters can combine, effects increased by time ($h^{1.5}$) and number of casters ($x^{1.5}$) present (caster + hours = total effect) Example – fireball has 20' radius, 10 casters for 10 hours = $10^{1.5} + 10^{1.5} = \sim 63.2 \times 20'$ radius, about ½ mile, damage based on average level of casters

There are few magic items in the Mezla Campaign. Since spell casters can cast at will in this world, there is less motivation to put one's power into an item that can later be used against the caster.



b. Unavailable Spells

Unavailable Spells		
Resurrection		
Raise Dead		

c. Healing and Cure Spells

Healing spells can be cast by anyone using The Path of Denul. Off-combat casting takes 1 hour.

Spell	Effect	Notes
Cure Light Wounds	20% HP	
Cure Moderate Wounds	40% HP	
Cure Serious Wounds	60% HP	
Cure Critical Wounds	80% HP	
Heal	100% HP	High Denul

d. Ritual Magic

Ritual Magic

An addition to Magic Systems

First draft

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Ritual Magic abandons the concept of spells with fixed effects, takes magic one step further to a freeform system that allows the mage hitherto unexperienced freedom in spellcasting by creating a framework that governs the game mechanics and, hopefully, game balance.

It was created with the AD&D system in mind, but should be useable with any gamesystem.

Rituals:

A ritual is basically a new form of spell. The differences to traditional spells are greater flexibility, as the mage designs the ritual with the end in mind, and thus every spell effect may be achieved. The preparation time a ritual requires is much longer than that for a spell, sometimes it may take years to complete a ritual. The formula has to be designed by the mage himself, the proper ingredients have to be gathered, the ritual has to be prepared and measures to ensure the safety of the caster should be devised. Then follows the casting of the ritual and the sealing of the effects.

What rituals are and what not:

Rituals should be understood as an addition and expansion to the magic rules provided by your game system, not a replacement. The traditional spells still should take up the bunch of spellcasting in your campaign, to make rituals an outstanding event. Every player playing a mage should have to devise his own rituals, and you might well state that a ritual designed by another spellcaster may not be cast by any other mage, or even that rituals may be cast only once and have to be reworked to accustom the new circumstances before another casting. This is probably the least you should do, else there's the danger that rituals become just another kind of spell.

Game Mechanics:

How you handle this is left to you and depends on the game system you use. I introduced the Cast Ritual skill in my campaign and use a skill system that allows raising of skill scores, unlike the proficiency system in AD&D, where you get a fixed score in a skill when you learn it, and it basically stays the same all the time, whether you are a 1st Lvl character or a 15th Lvl character. I use skill ratings. The Cast Ritual skill is used to determine the success or failure of the actual casting and also expresses the experience and knowledge the mage has in casting rituals. Other skill or attribute checks might still be required for research etc.

Time and resources required to devise and cast a ritual:

This depends heavily on the power of the ritual, so you have to use your common sense. I have added a framework to give you some guidelines for each of the steps below.

Possible modifiers for the skill check (D20 scale, multiply by 5 to get percentile scores):

- +10 to -15 depending on the power of the ritual
- +5 to -5 depending on how well the player did designing the ritual
- +2 to -2 depending on the quality of materials used
- +1 to -1 for experience of assistants, if any

Quite a large range of possible modifiers, but I give usually 25% chance minimum to 85% maximum.

A really powerful mage with a Cast Ritual score of 17 (The maximal score I allow for skills) therefore has a maximum chance of success of 50% ($17 - 15 + 5 + 2 + 1 = 10$ or less on a D20 = 50%) for casting the most powerful ritual imaginable (attaining godhood, wiping out a galaxy, and similar stuff). Considering the effects of backfires, the mage won't try to cast a ritual of such power without a VERY good reason, after all, the player will have a 50% chance of losing his loved character.

Of course you may assign any other special modifiers as needed, but it worked well that way in my campaign .

Casting Rituals:

Casting a ritual requires several steps:

1. Sketching out what the mage wants to achieve.
2. Information gathering.
3. Researching the design.
4. Gathering ingredients.
5. Preparing the settings.
6. Casting the ritual.
7. Sealing the effects.

Step one: Sketching the aims:

This step usually evolves from play. Once a mage declares his intention to cast a ritual, he probably knows what he wants to achieve in general terms. Now he should think about and write down the exact effects that he wants to achieve and hand a copy to the GM. Once this stage is completed, only minor changes should be allowed by the GM, so the mage should think very carefully before completing this step.

Example:

The mage decides he wants to transform into a dragon. Thus he specifies this further: He wants to attain the dragon's form (eg. physical characteristics), but would like to remain his own psyche. Furthermore, he'd like to obtain a dragon's innate abilities, like firebreathing, shapechanging, etc. he writes this down and hands a copy to the DM. There's usually no skill check required at this stage, but the DM might demand an Intelligence check or something similar if the player missed something obvious that the character should possibly know, but the player does'nt. The time required for this stage is usually negotiable.

Step two: Information gathering:

Now it is time to know what possibilities exist to achieve an effect as desired by the mage. This usually involves library research, contacting other spellcasters, and so on, until the mage has enough information to start step three. It may also require more in-depth research about the subject of the spell. If the mage wants to banish an arch-enemy to the abyss, for example, he should have to find out as much as possible about the subject: aims, dislikes, history and so on. If the mage wants to do a ritual that transforms him into a true dragon, he would have to spend quite some time in company of dragons, while learning as much as possible about the psyche, life and powers of dragons, he would have to earn their trust, maybe adventure with them and share their lives.

The mage will also have to know what ingredients will most probably be usefull before proceeding to step three.

The mage might need access to lab, which will vary in cost depending on the power of the ritual. The more powerful the ritual, the better equipped the lab has to be. Time needed may range from a week to a year.

Example:

The mage visits the local library, looking for texts about dragons, legends, songs, historical entries, related spells etc. After this first informations, lets say he thinks he found a place where dragons are thoght to live. He sets out to study these dragons, live with them, maybe kill one to delve into dragon anatomy. As you can see, this is dangerous enough...After some time the player studied dragons, the DM decides that this should suffice.

The DM might demand skill checks on Legends&Lore, History, Library Use or whatever he deems appropriate for the library research part of this step.The other part will probably require some Charisma or Fellowship check as well as decent roleplaying. Time required: about one month for library research etc, maybe about half a year to a year for studying the dragons, depending on whether the mage breaks of the research to go adventuring in-between.

Step three: Researching the design:

Once the mage has all the knowledge he needs, he should withdraw into his study and research the ritual. This can take from a week for a minor magical effect up to a year for a world-shattering spell. The Design of a ritual is a written instruction, similar to spell written down in a spellbook. A Design describes all parts of casting the ritual. The player should work this out and write it down. Preparation, precautions, and casting should all be detailed on the design, as a step-by-step set of instructions. Depending on how imaginative and colourful the description is, the player should be awarded experience. Flavour and atmosphere are the keywords, not game mechanics.

The DM should add additional information on possible backfires (keep this secret for greatest effect). The mage needs a place where he is undisturbed, and usually two to forty weeks of work, depending on the power of the ritual.

A succesful Intelligence test should be required to create a flawless design (Make a hidden roll so the player does not know whether the copy is flawed or works right.). If this test is not passed, roll a hidden Wisdom or Insight test, to determine if the mage recognizes the flaw in his design. If the flaw is discovered, the mage may again spend half the time he needed to devise the design to correct it, if not, it will automatically backfire.

Example:

After he has got all the information he needs, the mage withdraws to his chambers and laboratory to devise the design. He decides he needs a dragon that is killed during the course of the ritual, so he may transfer his mind into the dragon's body and the DM approves this method. Another possibility would have been to use a shapechanging method, but the mage prefers the first one...he never was a nice guy, after all. With the basics of the ritual in mind, the player then writes down the design. You can find the sample design in Appendix A.

Step four: Gathering the ingredients:

Depending on the power of the ritual, this can be quite messy for the mage. Most ingredients and materials should be readily obtainable, such as candles, braziers, etc, but one or two can be more of a problem, depending on the kind of ritual. This will probably mean that the mage has to set out adventuring to find the ingredients.

The mage will have to pay 500 to 100 000 GP or more for the materials, time is at least two weeks with a usual maximum of ten weeks for the ingredients money can buy.

Example:

The special ingredient that is not normally obtainable is the dragon, so the mage and his fellows set out to capture one. Assuming they succeed, the mage spends some time buying the more mundane materials, such as candles, braziers etc. But considering the mage's gains should the ritual succeed, the DM states that the mage also needs a sword of dragonslaying with which he has to kill the dragon during the ritual. Time required is about one or two weeks for the mundane components, while the special components should be acquired through adventuring.

Step five: Preparing the setting:

In order to conduct the ritual properly, the scene should be set very carefully. Placing magical symbols, wards, etc, drawing summoning circles and pentagrams, instructing the assistants, if any, all belong into this stage that usually happens immediately before the casting, although not necessarily. Some rituals may require a proper place with a distinct atmosphere that enhances or enables the effect to take place. Depending on the nature of the ritual, this can be as few as one hour up to weeks spent in meditation and preparation. Monetary expenses are usually low.

Example:

The mage decides the ritual might work better if cast in the dragons cave, where his presence is still strong. The wicked DM decides that this actually imposes a penalty, as the mage has to overcome the dragons presence as well in order to successfully cast the spell. So he travels to the dragons cave and sets up the scene: He draws the symbols on the floor, places candles, instructs his apprentices, secures the dragon to his designated place and so on. He might as well have all his stuff brought along when he captured the dragon, provided he did think of this. The time required is about half a day.

Step six: Casting the ritual:

The mage now primarily follows the instructions laid out in the Design. This is the most simple and the most crucial stage, as any undiscovered flaw in the Design or some other component will now take effect, costing only the mage's life if he's lucky. Money is not required at this stage, and time can be from an hour to several weeks.

Example:

The mage then begins casting the ritual, following the instructions of the design. The ritual reaches its climax when the mage rises his sword high over his head, chanting the final words before sinking the sword deep into the dragons heart. Provided he made no mistakes and passes his final dice roll, the mages soul will now be transferred into the dragons body. He would be lucky if he'd taken some measures to heal the dragon after the ritual. Time required is about four hours. Let's say he has Cast Ritual skill with a score of 15, which is modified by -7 for power, +5 because the player has spent some time to think about it and roleplayed very well when he studied the dragons

and gathered information, and -2 because his fellow adventurers have never before assisted in casting a ritual, which would leave him with a modified score of 11. This equals a 60% chance to succeed.

Step seven (optional): Sealing the ritual:

This step is only required when the ritual's effects should be permanent. Deciding whether this step is required is a bit tricky. For example, a ritual that gives the mage information will not need it, as the effect ends as soon as the mage knows everything he wanted to find out by this ritual, but a ritual that holds someone in a forcecage for example would need it, as it is the ritual that powers the effect. I've made this optional, as it is rather difficult to come up with a proper way of sealing a ritual. You might demand it for the powerful rituals. Time required is usually short, as it is more a part of the actual casting than a separate step.

Example:

The mage wants to remain in his new state of existence, so he seals the ritual by binding his soul to the new body. He achieves this by burning his old body as soon as he takes possession of the dragon's body.

Appendix A: Sample Design:

Dragon Form:

This ritual will enable those bold and strong at heart to transform to true might, gaining not only the form but also the essence of pure dragonhood, thus to become no mere imitation of those oldest and mightiest of living, but to join their ranks.

First, you will have to find a dragon serving as vessel for your humble soul. Choose the dragon carefully, for you will get all the power the dragon had possessed in life, so choose only the mightiest and oldest dragon for your gain.

Then you will also need a blade of dragonslaying. You may create this yourself or may use one created by another mage, this will usually not influence the ritual.

A brazier is also recommended to burn the incense that help you concentrate and let the power flow freely through your body.

If you have acquired all the things you need, begin by securing the dragon tightly to the floor of his cave with ropes of purest silk while chanting the first of Caldrens Incantations of Holding. Proceed by drawing a circle with chalk soaked in the dragon's blood.

This must be done in utter silence and will prevent the dragon's soul from escaping. Draw then your focus onto the floor opposite to the dragon while chanting your Personal Incantation of Might. Once you have done this, light twelve white candles covered with ash in a circle around the dragon.

Cast then the complete Rite of Le'shrac with care. Your assistants will have to set up and light the brazier in the meantime in such fashion that your focus, the dragon, and the braziers build a perfect triangle. This completed, sit down in the center of your focus and enter your meditative trance while inhaling the braziers scent. Gather all the power you are capable to wield.

Let then the blade, that has to be bathed in purest water while you meditate, be handed to you by your assistants. Start chanting the second of Caldrens Incantations of Holding while walking over to the dragon. At the culmination of your chant, strike the blade into the dragon's heart with all the power you can while battling with his escaping soul for control of his physical presence. If you don't succeed killing the beast with but one strike, the ritual will fail. But if you succeed, the dragon's body will be yours, and with it all his might. Your assistants have to burn your old body immediately to prevent your spirit to return to it.

If you then survive within the mortally wounded body (it will take some time for you to heal, be sure you receive proper attendance and care by your aides), the world will celebrate the birth of a new being of power, of a new Dragonmage.

Backfire (DM Information):

The dragon dies, but his spirit wins the battle for body control and manages to escape to some part of the casters mind. This means for the mage that he is possessed by the dragon, though he may not immediately be aware of this. Depending on your mood, the possession might come and go with stress situations, always happening when the mage really can't need it. Finding a way to get rid of this problem could turn out to be tricky.

Fumble:

1: The dragon's body dies and with him the mage.

2: The dragon possesses the mage completely, which might become a problem for his fellows and assistants, as he will surely seek revenge.

A word on Backfires:

I suggest that when designing the backfire, especially for powerful rituals, choose one that will allow the player to continue play his character. Give him some troubles, but also means to overcome them, just don't take the character out of play because the player's dice didn't want him to succeed...You might rule otherwise with fumbles, which leave a much smaller chance for the character to be blown to pieces or whatever. And as you've seen in the example, the chances for the player to succeed are not that great, but don't discourage him by threatening to kill him outright should he fails his roll.

The dangers of introducing rituals:

The foremost problem could be players using rituals to enhance character stats. Dealing with this is difficult for me as my players are just great - they recognize that building a too powerful character would spoil the fun for the other players, so I never actually had the problem. Most experienced players should recognize this also, if you tell them (although this might not be a satisfying solution in terms of roleplaying).

Up to now I haven't encountered any other problems, as it is quite well balanced I guess. Just be sure to spend some thoughts on this topic and how your mages will probably handle this before introducing rituals in your campaign.

Some final thoughts:

As you will have recognized, these guidelines leave MUCH room for the DM to give the player a tough shot. Depending on how nice you are, you might demand just one skill check for the complete casting, or you might demand skill checks for every part of the castings as seems appropriate to you, I've made good experiences with the method I use. But don't be unfair, the player has probably risked much if he ever reaches the point of casting a ritual of such power as described above, and if he has done well and spent lots of thoughts and work into the ritual, drop the chances in his favour. As you hopefully have seen in the design above, colourful description is the key to success, and the more detailed the ritual is, the easier it is to judge for you. Don't punish a player who is honest enough to build some possibilities of failure into his design!

If you think this is too powerful, you might be right. But the materials needed in this ritual are not easily obtained, and of course I've chosen a very powerful (though not necessarily imaginative:) ritual as an example to show what is possible for the player (which would have to be rather high-level if he wants to stand a chance to ever successfully cast the ritual), and what the DM can do to prevent 'powermonging'. And then there's the possibility that it doesn't work quite as the mage intended, and really nasty backfires...

Hope you enjoy this, drop me a note whether you liked it or not, and suggestions are always welcome. I intend to explore the use of symbols and materials in rituals, so I would appreciate your suggestions.

e. Spell Caster Access to Warrens

Primary Attribute INT / WIS / CHA	Number of Warrens Open Simultaneously	Number Accessible Warrens / Paths
13	0	0
14	1	2
15		3
16		
17	2	4
18		5
19		
20		
21		
22	3	6
23		7
24		
25	4	8
26		9
27		
28		
29		
30	5	10
31		11
32		
33	6	
34		
35		
36		
37		
38		
39		
40		
41		

Malaz City



