

Advanced Dungeons & Magica - Player's Option (2e)

An RPG Mashup for use with AD&D Player's Option:
Skills & Powers and Ars Magica 5th edition

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These rules require Player's Option: Skills & Powers by Wizards of the Coast LLC, along with the core D&D (2e) rulebooks, and Ars Magica Fifth Edition by Atlas Games.

Mage

Ability Requirements Intelligence 9
Prime Requisite Intelligence
Allowed Races -

Mages have access to immense power through the techniques and forms that codify their spells.

Magic Arts and Spells

Forms and Techniques

Forms	Techniques
Animal (An)	Creo (Cr)
Aquam (Aq)	Intellego (In)
Auram (Au)	Muto (Mu)
Corpus (Co)	Perdo (Pe)
Herbal (He)	Rego (Re)
Ignem (Ig)	
Imanginem (Im)	
Mentem (Me)	
Terram (Te)	
Vim (Vi)	

Starting Arts

Score	To Buy	To Raise
1	1	1
2	3	2
3	6	3
4	10	4
5	15	5
6	21	6
7	28	7
8	36	8
9	45	9
10	55	10
11	66	11
12	78	12
13	91	13
14	105	14
15	120	15
16	136	16
17	153	17
18	171	18
19	190	19
20	210	20

Mages start with 120 Points in Arts

120 Points

8 Arts @ 5

1 Art @ 10, 4 Arts @ 5

They also gain 120 Levels of Spells in Arts they know

Proficiencies

All mages have the Proficiency *Spellcasting* with an Initial Rating of 7 tied to Intelligence/Reason or Wisdom/Intuition, whichever is higher. They gain this proficiency for free.

Saving Throws

Magi Saving Throw progression tracks exactly as that of Wizards.

Mage Saving Throws

Level	Attack to be Saved Against				
	Paralyzation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification or Polymorph*	Breath Weapon**	Spell***
1-5	14	11	13	15	12
6-10	13	9	11	13	10
11-15	11	7	9	11	8
16-20	10	5	7	9	6
21	8	3	5	7	4

*Excluding polymorph wand attacks.

**Excluding those that cause petrification or polymorph.

***Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

Skills & Abilities

Mages have 40 character points to spend on skills from the following list. These abilities range from 2 to 15 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game.

Armored wizard (15)

This wizard can cast spells while wearing the armor of his choice.

Arts Training (2)

The mage gains 10 points in Techniques or Forms.

Combat bonus (10)

A wizard with this ability uses the rogue THAC0 chart.

Hit point bonus (10)

These wizards use 1d6 for determining hit points rather than 1d4.

Parma Magica (10)

Protection from magic. This is a special ritual (not a ritual spell) that takes about two minutes to perform. It lets you add 5 times your Parma Magica score to your magic resistance until the next sunrise or sunset, whichever comes first. You may suppress your Parma Magica temporarily by concentrating; this is equivalent to sustaining a Concentration duration spell. Parma Magica does not require concentration while it is active.

You may also protect one other person for each point in Parma Magica, with their consent. You must touch each person to start the protection, and it lasts as long as at least one character can see the other. The magus may cancel the protection at will, at any distance. While a magus is protecting others, his effective Parma Magica score is reduced by 3 points, both for himself and for the other people he is protecting. If the magus has a Parma Magica score of 3 or lower, his Parma Magica provides each character, including himself, with a Magic Resistance of 0. In the magus's case, this is added to his Form resistance, and a magus protected by another magus's Parma Magica may also add his Form resistance. Taking this more than once increases your Parma Magica by 1 level.

Penetration (5)

Getting your spell through the target's Magic Resistance. Taking this more than once increases your Penetration by 1 level.

Resistance to sleep and charm (5)

This wizard gains a +2 bonus to his Magic Resistance versus sleep and charm spells.

Spell Mastery (5)

For every possible Hermetic spell, there is a corresponding Ability. This Ability can be studied in the normal ways, and is called the spell's "mastery" ability. If a maga has a score of one or greater in a mastery ability, she is said to have "mastered" that spell.

A maga adds her score in the mastery ability to her casting score whenever she casts that spell. In addition, she adds her score in the mastery ability to the target number of her Spellcasting check. You can take this ability more than once; each new time, you choose a different spell or increase your level of a mastery you already have.

Warrior hit point bonus (5)

A wizard with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if this wizard had a Constitution score of 18, he would gain 4 bonus hit points a level, rather than 2.

Minor Virtue (5)

The character gains a minor virtue from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Major Virtue (15)

The character gains a major virtue from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Optional Restriction

Minor Flaw (5+)

The character takes a minor flaw from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Major Flaw (15+)

The character takes a major flaw from the Hermetic or Supernatural categories in Ars Magica, with DM approval.

Mage Experience Levels

Level	Experience Points	Hit Dice (d4)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10 +1
12	750,000	10 +2
13	1,125,000	10 +3
14	1,500,000	10 +4
15	1,875,000	10 +5
16	2,250,000	10 +6
17	2,625,000	10 +7
18	3,000,000	10 +8
19	3,375,000	10 +9
20	3,750,000	10 +10

General Character Creation Notes

Starting Hit Points

Everybody's starting hit points are equal to hir Constitution (not Health) plus what they roll on the first hit die. Fighters do not get a Health bonus to hp for the first level; it applies normally for the second level and thereafter.

Fatigue

In addition, Fatigue becomes a stat that's tracked in levels. Spellcasting uses it extensively, but the DM can use it for mundane exhaustion mechanics, as well.

Levels of Fatigue

Pen	Rec	Level
-0		Fresh
-0	2m	Winded
-1	10m	Weary
-3	30m	Tired
-5	1hr	Dazed
-	2hr	Unconscious

Level is the description of the condition.

Penalty applies to all attribute and proficiency checks and saves, penalizing the target number and making it harder to succeed. On attack rolls, it acts as a negative penalty. The listed penalty also adds to Initiative checks.

Recovery is the resting time, in minutes, it takes to improve to the next fatigue level up for short-term fatigue. (Long-term fatigue lasts until the character gets a full night's sleep.) So if a PC is Tired, ze has to rest for 30 minutes to improve to Weary. If ze rests another 10 minutes, ze becomes Winded.

Dwarves and Gnomes

Dwarves and Gnomes have Magic Resistance 0, and can take increased Magic Resistance as a Racial Ability at 5 pts for MR 5. The ability cannot be stacked.

Additional Nonweapon Proficiencies

Proficiency	Cost	Initial Rating	Ability
Spellcasting	5	7	Intelligence/Reason, Wisdom/Intuition
Artes Liberales	3	7	Intelligence/Knowledge
Magic Theory	3	6	Intelligence/Knowledge, Intelligence/Reason
Ancient Languages	4	6	Intelligence/Knowledge
Concentration	3	7	Wisdom/Willpower

Spellcasting

For magi, this proficiency is eminently useful as it gives them the ability to cast spells. If the character does not possess the required Forms and Techniques, ze may understand how spellcasting works but cannot perform the magic himself.

Artes Liberales

For magi, this proficiency is useful for casting rituals. If the character is not proficient in the necessary Arts, ze can read and understand rituals but has no ability to cast them.

Spellcraft (AKA Magic Theory)

Magi use this proficiency when performing laboratory work: studying and creating spells, crafting elixirs and magic items, and otherwise developing their mastery over magic in non-spellcasting avenues. For non-spellcasters, this proficiency gives them skill to support magi in their laboratory work.

Ancient Languages

This proficiency is used when reading or writing texts for grimoires, scrolls, and spellbooks. For magi, this helps them immensely when recording or learning magical spells and primers. For mundane characters, this allows them to read and write the same texts.

Saving Throw Bonuses for Forms

Each form grants a bonus to saving throws equal to its rating / 5:

Animal	To save vs Animal venoms.
Aquam	To save vs water, ice, and drowning.
Auram	To save vs lightning and suffocation.
Corpus	To save vs disease.
Herbam	To save vs herbal poisons.
Ignem	To save vs fire, heat, and cold.
Imaginem	To save vs illusion and bright or flashing lights
Mentem	To save vs influence or mind control
Terram	To save vs mineral poisons
Vim	To all magic saves

Form bonuses cannot stack; if more than one bonus applies, use the best.

Rules for Magic

Spellcasting Checks

Casting a spell requires three basic steps and may seem daunting at first, but the process is fairly easy to pick up and moves quickly once you are familiar with its vagaries.

Casting Check

A spellcasting check relies upon the character's Spellcasting proficiency, as such:

Casting Check = d20 under* the Proficiency rating

- If the check is above the character's Proficiency rating, the casting fails.

- If the check is below the character's Proficiency rating, the casting generates a Casting Score and may invoke the formulaic or spontaneous spell or ritual successfully.
- *If the check is below or equal to the number of Botch Dice required on the roll (see Ars Magica 5th Edition, p. 7, 81-83), the caster triggers a Botch. (See Ars Magica 5th Edition p. 87-88) So if the roll has 3 Botch Dice, the caster botches on an unmodified roll of 1-3. If the roll has 1 Botch Die, the caster only botches on a natural roll of 1. On a botch, the wizard gains a number of Warping Points equal to the (unmodified) roll.

Let's assume Tisealee is casting her formulaic spell Pilum of Fire (20 Crlg), a Level 20 Creo Ignem attack spell that shoots fire at an enemy. Her Spellcasting proficiency has an adjusted rating of 14 and she only has 1 Botch Die for this casting, so she only botches on a natural roll of 1. She rolls 13 for an excellent success.

Casting Score

Once the character determines the success or failure of the casting, ze applies hir Arts to the result of the die roll to determine whether or not ze cast the spell successfully.

Casting Score = Form + Technique + d20 Skill Roll, if successful.

Tisealee rolled 13 on her casting check, so we add that to her Creo score of 10 and her Ignem score of 10 for 33.

Casting Total

For casting a formulaic or ritual spell, the Casting Total is the same as the Score. When the caster comes up with a spontaneous spell, though, the final total takes a modifier that makes success more difficult.

Casting Total = Casting Score * Multiplier

For a Formulaic Spell, the multiplier is 1x.

For a Fatiguing Spontaneous Spell, the multiplier is 1/2x.

For a non-Fatiguing Spontaneous Spell, the multiplier is 1/5x.

For a Ritual Spell, the multiplier is 1x, and you also add your level to the total.

The Casting Total must meet or exceed the spell's level in order to cast the spell. However, a multiplier is applied to generate a Casting Total, depending on the type of spell.

If you succeed the skill check but fail to generate the required Casting Total, you may still be able to cast the spell by taking levels of Fatigue, per the rules in Ars Magica Fifth Edition p. 81.

For penetration purposes, note that the spell's Penetration Total is negative for spells that succeed in this manner.

Since this is a formulaic spell, the Casting Total is the same as the Casting Score. Pilum of Fire is only a Level 20 spell, so the casting is a raging success and the flames leap from the elf's hand toward her enemy.

Penetration Total

There is one other consideration when facing magical beasts or fellow spellcasters in combat: overcoming the target's Magic Resistance.

$$\text{Penetration Total} = \text{Casting Total} + \text{Penetration Bonus} - \text{Spell Level}$$

Most creatures and objects do not have Magic Resistance; for them, the spell simply succeeds or fails and takes its effect accordingly. For creatures that possess an innate resistance to magical effects, though, the spell's Penetration Total is compared to the target's Magic Resistance. If the spell's Penetration Total is greater than the target's Magic Resistance, the spell takes full effect on the target. If the Magic Resistance is greater, the casting succeeds but the spell completely fails to take effect on the target.

*Tisealee made 33 on her casting total and she has a Penetration bonus of +1. Since *Pilum of Fire* is a Level 20 spell, that makes her Penetration Total 14. Her target is an enemy spellcaster with *Ignem* 5 and an effective *Parma Magica* of 1, so her Magic Resistance is 10. Tisealee beat her foe's MR, so her spell takes full effect. The target can still make a *Saving Throw vs. Spell* for half damage, but the spell is going to hurt, one way or another. Burn, baby, burn!*

Casting Time

A formulaic spell's Speed Rating is based on its Magnitude instead of its Spell Level.

Normally, a Spontaneous spell has a Casting Time of 1 round. (i.e., it goes off at the end of the round.)

With Fast Casting, you can cast a Spontaneous spell in a single action; however, this applies a -10 penalty to the Casting Score before applying the modifier. The Speed Rating is determined the same as for a formulaic spell.

Spell Resolution Notes

Dealing Damage

When a spell deals damage, it does 1d6 per level of magnitude devoted to effect. Levels dedicated to increase range, area, etc., don't count.

Modifiers

When a spell grants a bonus or imposes a penalty, it modifies +/-1 per level of magnitude devoted to effect.

Healing Damage

When a spell heals damage, it heals a percentage of the target's total HP based on the Magnitude devoted to effect:

Magnitude	% Target's HP Healed
0	1%
1	10%
2	25%
3	50%

Magnitude	% Target's HP Healed
4	75%
5	100%

Here's how the basic healing spells look in this ruleset:

Cure Minor Wounds **CrCo 10**

Range Touch, Duration Momentary, Target Individual, Ritual.
Heals lost hit points equal to 10% of the target's total hp, up to hir max.
(Base 5, Range +1)

Cure Light Wounds **CrCo 15**

Range Touch, Duration Momentary, Target Individual, Ritual.
Heals lost hit points equal to 25% of the target's total hp, up to hir max.
(Base 10, Range +1)

Cure Moderate Wounds **CrCo 20**

Range Touch, Duration Momentary, Target Individual, Ritual.
Heals lost hit points equal to 50% of the target's total hp, up to hir max.
(Base 15, Range +1)

Cure Serious Wounds **CrCo 25**

Range Touch, Duration Momentary, Target Individual, Ritual.
Heals lost hit points equal to 75% of the target's total hp, up to hir max.
(Base 20, Range +1)

Cure Critical Wounds **CrCo 30**

Range Touch, Duration Momentary, Target Individual, Ritual.
Heals 100% of the target's lost hit points.
(Base 25, Range +1)

Temporary Healing, Minor **CrCo 20**

Range Touch, Duration Sun, Target Individual.
Restores lost hit points equal to 10% of the target's total hp, up to hir max. When the duration of the effect ends, all relieved damage returns.
(Base 5, Range +1, Duration +2)

Temporary Healing, Light **CrCo 25**

Range Touch, Duration Sun, Target Individual.
Restores lost hit points equal to 25% of the target's total hp, up to hir max. When the duration of the effect ends, all relieved damage returns.
(Base 10, Range +1, Duration +2)

Temporary Healing, Moderate **CrCo 30**

Range Touch, Duration Sun, Target Individual.

Restores lost hit points equal to 50% of the target's total hp, up to hir max. When the duration of the effect ends, all relieved damage returns.
(Base 15, Range +1, Duration +2)

Temporary Healing, Serious

CrCo 35

Range Touch, Duration Sun, Target Individual.

Restores lost hit points equal to 75% of the target's total hp, up to hir max. When the duration of the effect ends, all relieved damage returns.

(Base 20, Range +1, Duration +2)

Temporary Healing, Critical

CrCo 40

Range Touch, Duration Sun, Target Individual.

Restores 100% of the target's lost hit points. When the duration of the effect ends, all relieved damage returns.

(Base 25, Range +1, Duration +2)