



MAGICWORKS

A SUPPLEMENT FOR DUNGEONSLAYERS

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DUNGEONSLAYERS
FANWORKS

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MAGICWORKS

FOREWORD

This supplement describes an alternative magic system for Dungeonslayers, making the use of magic subject to resource management. It also makes it more predictable and puts magic in an entirely different light.

THE MANA SYSTEM

In the mana system, an alternative magic system for Dungeonslayers, every Mage employs so-called mana to work his magic.

$$\text{Number of Mana Points} = \text{MND} + \text{AU} + \text{level}$$

Neither cooldown periods nor changing of spells are used within the mana system.

In the following table, the cost to cast a spell in **mana points (MP)** is listed according to the three basic Mage classes. Mana is not spent if the check for spellcasting or targeted spellcasting simply fails, except if the roll was fumbled.

SPELLCASTING COUPS:

If a **coup** occurs, the caster does not lose any mana points when casting his spell.

SPELLCASTING FUMBLES:

If a **fumble** occurs, the caster loses the mana points he would have expended on a successful casting.

REGENERATING MANA POINTS:

When awake, a Mage regenerates 1 MP per hour. This can be increased by the new talent Meditation.

During sleep, Mages regenerate 2 MP per hour.

TALENTS FOR THE MANA SYSTEM

The talents Enhanced Cooldown and Spell-changer are not used in the mana system. If talent points have already been distributed to these, they should be respent as necessary.

The mana system offers **two new talents**:

MANA POWER I-V

Mage 4

This talent raises the MP of a character by one per rank.

MEDITATION I-III

Mage 1

On top of normal regeneration, one MP per rank is regained per hour spent meditating. This requires an undisturbed stationary position.

ITEMS IN THE MANA SYSTEM

POTIONS

Cooldown and Spellchanging potions function similar to Healing potions, are called Mana Potions and restore D20/2 MP immediately. They each cost 25GP.

OBJECTS

Objects which confer a bonus to spell change checks or cooldown periods add this bonus to the MP of the wearer, carrier or user.

WANDS

In the mana system, magic wands reduce the cost to cast of their respective spell by one. However, it is not possible to reduce the cost below one. Furthermore, a magic wand confers a casting bonus of +1 to its respective spell.

SPELLS

FOR THE DUNGEONSLAYERS STANDARD AND MANA SYSTEM

SPELL	TYPE	SM	HEA	WIZ	SRG	DISTANCE	DURATION	COOLD.	EFFECT	GOLD
Arcane Sword	SPC	0	-0	10/10	8/8	r=IN m	INx2 rounds	1 day	Autonomous magic sword appears, CV are caster level+10	920
Arctic Weapon	TSC	0	-0	4/4	0	INx2 m	CR rounds	100	Frost weapon has WB +1 and holds opponent for one round as the spell Halt on a Coup	160
Arrow of Light	TSC	2	2/2	5/5	0	INx5 m	instant	1	Damage spell. Creatures of Darkness suffer -2 Defense	45
Balance	SPC	-2	2/2	4/3	6/4	Touch	MRx2 traveled	10	Target has absolute balance for MRx2 meters.	45
Banish	SPC	-(BOD+AU)/2	8/7	18/15	14/12	r=IN x2 m	instant	100	Destroy up to #level/2 number of undead or demons.	255
Be Friend	SPC	-(MND+IN)/2	6/7	7/8	8/8	INx2 m	IN minutes	1 day	Victim regards the caster as a good friend	370
Bestow Defense	SPC	0	1/1	4/2	4/2	INx2 m	1 rounds	0	CR = Defense bonus.	10
Bestow Scent	SPC	0	1/3	1/3	2/3	Touch	CR minutes	100	Target smells pleasant or unpleasant. Social interaction +/- 2	10
Blessing	SPC	0	2/4	-0	0	Self	IN hours	1 day	Caster and INx2 comrades in INx2 meters gain 1 to every check.	90
Blind	TSC	-(AGI+AU)/2	1/2	5/5	0	IN x5 m	CR rounds	5	Target is blinded, -8 penalty to all actions involving sight.	10
Body Explosion	TSC	-(BOD+AU)/2	-0	-0	20/18	IN m	instant	D20 days	Inner explosion; damage is CRx4, defend without AV bonuses from armor	3735
Boil Blood	TSC	-(BOD+AU)/2	-0	17/16	13/13	IN m	instant	1 day	Magic internal damage of CRx2. Defend without AV.	1580
Breach	SPC	0	-0	6/6	14/12	Touch	CR/2 rounds	100	Creates circular 1m diameter hole in stone wall, up to INx10 cm deep.	260
Burning Faith	SPC	-2	6/6	-0	0	Touch	CR rounds	100	Weapon glows magically, WB+IN/2, OD -IN/2	185
Burning Inferno	TSC	5	-0	15/14	15/14	INx10 m	IN rounds	1 day	Undefendable damage in IN m radius	1420
Call Shades	SPC	0	-0	-0	13/13	INx5 m	instant	1 day	Awakes #level deceased souls as deadly Shades. These form after 3 rounds	1580
Calm Animal	SPC	-HP/5 of targets	-0	9/9	8/7	INx2 m	IN hours	100	Calms aggressive animals in range.	410
Cantrip	SPC	0	-0	1/2	1/2	INx2 m	CR rounds	10	Harmless magic trick (floating balls, rabbit out of hat).	10
Chain Lightning	TSC	3	16/12	10/8	10/8	INx5 m	instant	5	Damages IN foes within 2m (chain/plate armor get no defense roll)	460
Change Race	SPC	-4	-0	5/7	5/7	IN m	CR hours	1 day	Caster + IN willing targets assume form of other race.	420
Chasm	SPC	-4	10/9	10/9	14/12	INx2 m	IN rounds	100	Creates a IN wide, IN/2 long and deep chasm.	325
Cleanse	SPC	0	3/2	7/5	0	Touch	instant	0	Removes dirt and impurities from food, items or persons	80
Cloud of Death	SPC	-4	-0	-0	13/12	INx5 m	CR x2 rounds	100	Black cloud, radius is IN meters. -2 to all checks where sight is involved, -1HP per round.	790
Cloud of Remorse	SPC	-2	1/3	6/6	0	INx5 m	CR rounds	100	Invisible cloud, radius is IN meters. -1 to all checks.	10
Concealing Fog	SPC	-2	-0	4/3	3/3	INx5 m	INx2 rounds	10	Fog for r=IN m; -8 to all checks requiring sight	140
Confusion	TSC	-(MND+AU)/2	8/6	5/5	5/5	r=INx2 m	CR rounds	10	Target undefendably confused. Roll D20: 1→5 attacks pc, →10 wanders about, →15 stands still, 16+ attacks ally.	210
Consecrate Water	SPC	0	1/4	-0	0	Touch	IN hours	1 day	CR/2 holy water units created, each ca. 1/2 liter. CR=damage against undead.	10
Create Food	SPC	0	2/4	7/8	0	IN m	instant	1 day	Creates #level simple meals (rice, lentils or similar - 1 PC typically requires 3/day)	90
Create Web	TSC	-(AGI+ST)/2	4/3	9/7	9/7	INx5 m	CR/2 rounds	10	Foes within r=IN/2 m have Ini, Mat, Rat halved. No defense	115

SPELL	TYPE	SM	HEA	WIZ	SRC	DISTANCE	DURATION	COOLD.	EFFECT	GOLD
Curse	SPC	-(MND+AU)/2	-0	6/7	2/4	Touch	CR days	1 day	Personal belonging of victim necessary. All checks are -2 till lifted	150
Dance	TSC	-(MND+AU)/2	-0	8/6	10/8	INx5 m	IN/2 minutes	10	Undefendable. Targets dance unless damaged. MR is 1.	360
Defensive Shield	SPC	0	4/4	8/7	8/7	Touch	CR rounds	100	Target gains CR Defense.	115
Dementia	SPC	-(MND+AU)/2	-0	-0	15/15	Touch	instant	D20 days	Target turn to mindless vegetable, MND = 0.	2850
Destroy Magics	SPC	-caster level or -HP/2	12/11	7/8	12/11	IN m	instant	1 day	Permanently bans a spell, magical effect or item	620
Detect Magic	SPC	0	1/2	1/2	1/2	r=INx2 m	CR rounds	10	Caster sees magical effects in area of effect	10
Dirt Devil	SPC	0	-0	5/7	5/7	INx2 m	IN/2 hours	1 day	Small magical servant cleans, polishes or packs	420
Displace	SPC	0	10/8	6/5	6/5	Touch	instant	10	Teleports a willing target up to CR/2 meters.	260
Dominate	SPC	-(MND+IN)/2	-0	12/11	10/10	INx2 m	IN/2 rounds	1 day	Target obeys all orders but suicidal. No defense.	1120
Dominate Animal	SPC	-HP/2 of targets	1/4	7/8	0	r=INx5 m	IN hours	1 day	Maximum of IN animals under total control will follow monosyllabic commands.	20
Dominate Undead	SPC	-(MND+AU)/2	-0	8/6	4/3	INx2 m	Until released	10	Controls up to #level undead.	205
Eavesdrop	SPC	-1 per 10 m	6/6	2/3	2/3	Self	IN x 2 rounds	100	Shift center of hearing by up to INx5 meters within line of sight	75
Embiggen	SPC	-4	-0	10/10	12/11	Touch	CR/2 rounds	1 day	One willing target is enlarged (size, MR, BOD, ST, CO doubled)	920
Enchant Weapon	SPC	0	1/2	1/2	1/2	Touch	IN minutes	1	WB raised by 1, damage is considered magical	10
Ethereal From	SPC	0	-0	15/14	18/16	Touch	CR x 5 rounds	1 day	MR quadrupled. Target and equipment turns gaseous	1420
Eyes and Ears	SPC	0	8/7	6/6	4/4	Self	INx2 rounds	100	Caster falls in a trance and let sight and hearing travel at IN m per round.	205
Feather Fall	SPC	0	5/4	3/2	3/2	Touch	1 minute + falling time	0	Target falls soft as a feather at 1m/round for CR/2 rounds.	110
Fire Beam	TSC	1	-0	1/1	1/1	INx5 m	instant	0	Typical combat spell, damage equals check result	10
Fire Breath	TSC	3	-0	10/8	10/8	INx1 m	instant	10	Undefendable damage caused by a 1m wide beam of fire.	460
Fire Lance	TSC	2	-0	5/3	5/3	INx10 m	instant	0	More powerful Fire Beam	210
Fire Wall	SPC	-2	-0	8/7	10/9	INx2 m	IN rounds	100	Wall of flames 1m x INm x INm, 2D20 fire damage	360
Fireball	TSC	3	-0	10/8	10/8	INx10 m	instant	10	Undefendable damage within r=IN/2 as per check result	460
Flicker	SPC	-2	2/3	4/4	4/4	Self	CR x 2 rounds	100	Character flickers, raises personal Defense by MND/2	45
Fly	SPC	0	20/16	10/9	10/9	Touch	CR x 5 rounds	100	Can fly with double MR	460
Forceful Prayer	SPC	-(BOD+AU)/2	5/6	-0	0	Self	instant	100	Opponents within #levelx2 m are pushed over..	150
Frighten	SPC	-(MND+IN)/2	2/3	6/6	4/4	r=INx2 m	IN rounds	100	Afflicted level/2 foes, flee in a panic for IN rounds	45
Give To Take	SPC	0	4/3	-0	0	Touch	CR rounds	5	Target regains 50% HP of caused damage by successful melee attack	115
Guardian	SPC	0	4/5	6/7	5/7	Touch	IN hours	1 day	Alarms or wakes Mage if a being enters an area of r=INx2 m	115
Healberries	SPC	0	1/4	10/10	0	Touch	instant	1 day	CR=number of berries which heal 1HP each, maximum of 10 berries/action	20
Healing Aura	SPC	0	1/3	-0	0	Self	CR x2 rounds	100	Healer and companions receive 1HP per round in IN meters radius	10
Healing Light	TSC	2	4/3	-0	0	INx2 m	instant	2	Rays of light heal CR HP of one target	115
Healing Ray	TSC	0	12/9	-0	0	INx2 m	instant	2	Rays of light heals CR HP of IN/2 companions	395
Healing Sphere	SPC	2	18/16	-0	0	r=INx2 m	instant	1 day	Heals CR HP of companions in area of effect	1210
Healing Touch	SPC	1	1/1	-0	0	Touch	instant	0	Healing Touch heals CR HP instantly	10
Holy Hammer	SPC	0	10/9	-0	0	r=INx2 m	IN rounds	100	Autonomously fighting magic hammer, all combat values=#level+8, MR x 2	1325
Hurl	TSC	-(BOD+AU)/2	16/12	12/9	10/8	IN/2 m	instant	10	Flings target for CR/3 meters (undefendable), causes defensible falling damage.	535

SPELL	TYPE	SM	HEA	WIZ	SRC	DISTANCE	DURATION	COOLD.	EFFECT	GOLD
Ice Beam	TSC	3	-0	12/9	16/12	INx10 m	instant	10	Victim frozen for IN rounds or until damaged. Undefendable damage.	560
Identify Magic	SPC	0	5/5	1/2	1/2	Touch	instant	1	Reveals magic properties, their source and function, also on items	10
Invigorate	SPC	0	4/5	8/8	8/8	Self	instant	1 day	HP of caster are raised by CR.	230
Invisibility	SPC	0	20/17	12/11	12/11	Touch	CR minutes	1 day	Turns being with equipment or object invisible.	1120
Jump	SPC	0	5/5	2/2	3/3	Self	instant	10	Either jump up to CR/2 meters from a standstill or instantly extend a jump by this distance.	60
Lance of Light	TSC	5	10/8	12/9	0	INx5 m	instant	1	Powerful version of Arrow of Light. Creatures of Darkness suffer -2 Defense	325
Levitate	SPC	0	7/5	5/4	5/4	Touch	CR rounds	0	Float up or down at MR.	210
Light	SPC	5	1/2	1/2	5/5	Touch	CR minutes	10	Nonliving target casts bright light upon touch	10
Lightning Bolt	TSC	3	10/8	7/6	7/6	INx10 m	instant	1	Target suffers lightning damage, chain and heavier armor gets no defense.	310
Magic Barrier	SPC	-2	14/13	10/10	12/11	INx2 m	IN minutes or concentration	1 day	Creates a solid cube of max IN/2 m ³ , impermeable to magic	920
Magic Ladder	SPC	0	8/8	4/5	4/5	IN m	Concentration	1 day	Maximum length is IN x #level.	320
Magic Lock	SPC	0	3/3	1/2	1/2	Touch	until opened	5	CR applies as penalty to opening a lock	10
Mana Bread	SPC	0	-0	5/7	5/7	IN m	instant	1 day	#level/2 pieces of bread; one piece = 1 meal (1 PC typically requires 3/day)	420
Messenger	SPC	0	8/8	6/7	8/8	INx5 km	until spoken	1 day	Ghostly messenger speaks INx2 words to known entity.	510
Mirage	SPC	-2	-0	5/6	7/7	IN m	IN/2 hours	100	Optical immobile illusion (max IN/2 m ³). Detect illusion with perception check-caster level.	210
Necrologue	SPC	0	-0	-0	9/11	Touch	IN questions or minutes	D20 days	Spirit of deceased can be posed IN questions within max IN minutes.	1590
Neutralize Poison	SPC	0	3/3	6/5	12/9	Touch	instant	10	Neutralizes nonmagic poison instantly	80
Open	SPC	-LV	2/2	1/2	1/2	Touch	instant	10	Attempts to open a lock. Further attempts accumulate a penalty of -2	10
Paralyze	TSC	-(BOD+AU)/2	2/2	6/5	6/5	INx5 m	IN rounds	10	Target can not move for IN/2 rounds or until damaged. Undefendable.	45
Part Waters	TSC	-1 per 10 m	12/12	-0	0	Touch	Concentration	D20 days	Mage parts water, 1 m wide breach down to ground.	1185
Penetrating Gaze	SPC	-2	7/8	3/5	3/5	Self	IN rounds	1 day	Mage can look through nonmagic obstacles for IN rounds.	280
Permeate	SPC	-4	-0	10/10	12/11	Self	IN/2 rounds	1 day	Pass though nonmagic obstacles with equipment.	920
Pillar of Light	TSC	8	16/12	19/15	0	INx10 m	instant	1	Powerful damage spell. Creatures of Darkness suffer -2 Defense	535
Planar Gate	SPC	-8	-0	18/17	16/15	IN m	IN minutes	D20 days	Opens a planar gate for up to IN/2 entities.	2580
Prolong Defensive Shield	SPC	0	4/5	-0	0	Touch	instant	1 day	Doubles the duration of an active Defensive Shield.	230
Protective Dome	SPC	0	8/9	12/12	12/12	Self	Concentration	D20 days	Creates immobile impermeable protective dome.	765
Protective Shell	SPC	0	4/4	8/7	8/7	Self	CR rounds	100	Protective field, r=IN m, deflects nonmagical missiles.	115
Raise Skeletons	SPC	0	-0	-0	6/7	r=INx5 m	instant	1 day	Awakens #level uncontrolled skeletons to undead life.	670
Raise Zombies	SPC	0	-0	-0	8/8	r=INx5 m	instant	1 day	Raises corpses as uncontrolled zombies.	930
Reset Cooldown	SPC	-spell access level	10/-	5/-	9/-	Self	instant	1 day	Cooldown period of a spell is set to 0. Not used in mana system.	650
Resist Poison	SPC	0	1/2	2/2	8/6	Touch	IN hours	10	#level applies as bonus against mundane poisons	10
Restoration	SPC	0	10/10	-0	0	Touch	instant	1 day	Heals all injuries and hit points, no resurrection	650
Resurrection	SPC	0	10/10	-0	0	Touch	instant	1 day	Resurrects at 1HP if not dead for more than D20 days. BOD reduced by 1 permanently	650
Rout Undead	SPC	-(BOD+AU)/2	1/3	-0	0	r=INx2 m	CR/2 minutes	100	Drives away level/2 undead for level/2 minutes up to CRx5 meters..	10

SPELL	TYPE	SM	HEA	WIZ	STR	DISTANCE	DURATION	COOLD.	EFFECT	GOLD
Rust	TSC	-WB or -AV	5/5	7/8	8/8	INx2 m	instant	10	Destroys a nonmagical metal armor part or weapon, no defense	150
Scorching Blade	TSC	0	-0	4/4	4/4	INx2 m	CR in rounds	100	Metal blade flares up, WB+1, damage is magical. +D20 damage on Coup	160
See Hidden	SPC	0	8/8	8/8	8/8	r=INx2 m	CR rounds	1 day	Mage sees nonmagic hidden or concealed items glow.	510
See Invisible	SPC	0	10/9	12/10	12/10	Touch	CR rounds	100	Target can perceive invisible beings and objects.	325
Shadow	TSC	-(MOB+AU)/2	-0	6/5	2/2	INx5 m	CR/2 rounds	5	Shadows envelop target (-8 to all actions where sight is involved)	75
Shadow Arrow	TSC	2	-0	6/4	2/1	INx10 m	instant	0	Causes damage as CR; Creatures of Light suffer Defense penalty of 2	75
Shadow Blade	TSC	0	-0	8/7	7/7	INx2 m	CR rounds	100	Blade shrouded in shadows, WB+1 magic, reduces AV by one on successful attack.	360
Shadow Lance	TSC	5	-0	15/11	10/7	INx10 m	instant	0	Powerful variant of Shadow Arrow.; Creatures of Light suffer Defense penalty of 2	595
Shadow Pillar	TSC	8	-0	20/15	15/12	INx10 m	instant	1	Powerful variant of Shadow Arrow.; Creatures of Light suffer Defense penalty of 2	920
Shrink	SPC	-4	-0	10/10	8/8	Touch	CR minutes	1 day	One willing target is shrunk (size/10; BOD, ST, TO halved; MR/10)	460
Silence	TSC	-(MND+AU)/2	12/10	10/9	8/7	INx2 m	IN/2 rounds	100	Target undefendably silenced. Spells must be cast silently.	395
Sleep	SPC	-(BOD+IN)/2	2/2	5/5	5/5	r=INx2 m	instant	10	Puts #level targets to sleep.	45
Slow	SPC	-(BOD+AU)/2	3/3	8/6	8/6	r=INx5 m	IN rounds	10	Halves MR of #level/2 foes.	80
Spell Changer	SPC	0	12/-	10/-	12/-	Self	instant	1 day	Prepare a spell to instantly switch to it once as free action.	790
Sprint	SPC	-2	7/7	7/7	7/7	Touch	CR rounds	100	MR is doubled	220
Sternutation	TSC	-(BOD+AU)/2	1/1	3/2	3/2	INx2 m	1 round	0	Target sneezes horribly, precluding all other action for one round. MR halved.	10
Strengthen Defensive Shield	SPC	0	4/5	-0	0	Touch	instant	1 day	Doubles the effect of an active Defensive Shield.	230
Stumble	TSC	-(MOB+AU)/2	-0	4/4	3/4	INx5 m	instant	100	Target falls down (undefendable). Check against MOB+AG to hold on to items.	140
Summon Demon	SPC	-(BOD+AU)/2+SB	-0	17/16	10/10	r=IN m	INx2 hours	1 day	Summons demons; fulfills IN tasks in INx2 hours.	1190
Summon Elemental	SPC	-Elemental Level x 5	-0	10/10	16/14	r=IN m	IN hours	1 day	Calls elementals, these fulfill IN/2 tasks. They vanish if 1-5 on d20 is rolled after each hour.	920
Telekinesis	TSC	-1 per (level x 5) kg	-0	6/4	8/5	INx5 m	Concentration	0	Inanimate object floats for 1m per round unless concentration is broken.	260
Teleport	SPC	-1 per companion	20/17	10/10	10/10	Touch	instant	1 day	Teleports Mage +max. IN companions to one known location in max IN miles distance	920
Terrify	SPC	-(MND+IN)/2	5/7	9/10	7/8	r=INx5 m	IN minutes	1 day	#level targets flee the Mage in panic until spell expires.	300
Throw Voice	SPC	-1 per 10 m	-0	2/3	3/4	Self	INx2 rounds	100	Project speech up INx10 meters in line of sight.	60
Time Stop	SPC	-5	-0	15/15	20/18	Self	CR rounds	D20 days	Freezes time for CR rounds or until Mage directly causes damage.	2130
Transformation	SPC	-2	-0	5/7	10/10	Self	CR/2 hours	1 day	Mage takes on appearance of another person, no gender or race change.	420
Vaporize	TSC	-(BOD+AU)/2	-0	20/17	18/16	IN m	instant	1 day	Internal magic damage CRx3. Defend without AV.	2230
Wall of Stone	SPC	-2	-0	10/10	14/13	INx2 m	instant	1 day	Creates a stone wall of max 1m x IN m x IN m	920
Water Walking	SPC	0	5/4	9/7	9/7	Touch	IN hours	0	Target can walk on water for CR rounds.	150
Weapon of Light	TSC	0	7/7	8/7	0	INx2 m	CR rounds	100	Weapon shines with holy light. WB+1 and magical damage, causing damage raises Def by one.	220

NOTES:

- SM = A negative Spell Modifier using stats is derived from the combat values of the target
- The number before the slash is the minimum level to learn a spell, the number after the slash is the cost in Mana Points.
- The Cooldown Period is included for convenience.
- Use the level of the caster where #level is used in the table.

HOCUS POCUS - ABRACADABRA

CALLING ALL MAGES!

**ON EIGHT MAGICAL PAGES, THIS SUPPLEMENT INTRODUCES AN
ALTERNATIVE MAGIC SYSTEM FOR DUNGEONSLAYERS.**

IT CAN TOTALLY TRANSFORM HOW MAGIC IS CAST AND USED IN YOUR GAME

- **ALTERNATIVE MAGIC RULES: THE MANA SYSTEM**
- **TWO NEW TALENTS: MANA POWER AND MEDITATION**

MAGICWORKS

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