

# Magic of Krynn (Fate Edition)

My main concern is creating a magic system that is true to the simplicity and functionality of the FATE system, while maintaining a distinctive "feel" in regards to the various types of casters in Dragonlance. I want the player to feel like he or she is playing Dragonlance when they cast a spell. I also want the cleric and the wizard to be able to tell the difference between each other when they cast. I took a lot of inspiration from other FATE games like the Dresden Files RPG.

Fundamentally, magic functions through its associated skill, Spellcraft for arcane casters and Faith for divine casters. In that sense, the mechanics of casting a spell are basically the same at the core level. The caster declares the desired effect of the spell and then rolls the appropriate skill against either a difficulty set by the GM or, in the case of a conflict, against the target's appropriate skill roll. The differences between caster types become more evident as the different casters play their roles, while some mechanical variations exist as well. To illustrate how the mechanics work and how each caster type has a distinctive "feel", I have included examples after each description.

## Wizards of High Sorcery

### Permission

Aspects: A high concept reflecting acceptance into one of the three orders of High Sorcery and a trouble that stems from the Test of High Sorcery.

### Costs

Skill ranks: Specifically the Spellcraft skill

Stunts: A stunt called "Arcane Adept" to allow the use of the Spellcraft skill to cast spells, and other stunts to show mastery of various magical schools.

Wizards of High Sorcery use the magic granted from the gods of magic who are represented by the three moons, Solinari, Lunitari, and Nuitari. High Sorcery is a magic of rules and formulas that ensure the magic does not spin out of control and become a danger to the caster and the environment around him.

Mechanically, High Sorcery functions in the same way as divine magic with a few important exceptions. First, Wizards must define the effects of the spells they prepare in advance. Wizards know that study and preparation is the key to gaining the advantage over their enemies. They spend hours studying from dusty old tomes, memorizing spells and learning the lore of the various creatures they may encounter. They copy the spells they come across into spellbooks so they can conveniently access them. Once cast, a prepared spell is spent and must be relearned before the wizard can cast it again. Each day, the Wizard must indicate what spells he or she is preparing by stating their intended effect. Wizards can prepare a number of spells each day equal to their Lore skill. Therefore, a wizard with a Lore of Fair (+2) can prepare two spells per day from any of the schools he/she knows. Also, every time the wizard learns a new school, he/she is able to cast one additional spell from that school plus another spell from each

of the schools he/she already knows.

So a wizard with a Lore of Fair (+2) who has learned Abjuration, Evocation, and Enchantment could prepare and cast a total of eight spells each day; three Abjuration spells, two Evocation spells, and one Enchantment spell, plus 2 additional spells from any of these three schools.

In order to learn a spell a wizard must first learn the basics of its associated school. There are nine schools of magic, and each is purchased as a stunt.

**Abjuration** allows the caster to use the Spellcraft skill to defend and for banishing extra-planar beings like demons.

**Conjuration** is the magic of creation, bringing something into being that did not exist before. This is accomplished through an overcome action. The difficulty is based on the complexity of the item being conjured.

**Divination** spells allow the caster to use the Spellcraft skill in the place of other skills normally used to take in information, like Notice, Investigation, etc. In addition, the Wizard can extend his/her senses beyond their normal limits.

**Enchantment** spells allow the caster to add temporary aspects to a target. This can be anything from giving a mundane weapon a magical property (Average passive resistance) to entralling another character or NPC (active resistance).

**Evocation** spells allow the caster to use his/her Spellcraft skill to Attack.

**Illusion** allows the caster to create an advantage to declare situation aspects that only seem real, and to affect the senses of other characters and NPCs.

**Necromancy** allows the caster to use Spellcraft to manipulate the dead. This is often an overcome roll with active opposition since the dead do not really like being bothered.

**Summoning** allows the caster to transfer an object or living creature to his or her physical location.

**Transmutation** is the magic of change. The caster uses Spellcraft to create an advantage in order to place a temporary aspect on a scene or character or to temporarily change an existing aspect by altering the physical properties of the target.

### **The Effect of the Moons on High Sorcery**

The Wizard of High Sorcery's power is going to ebb and flow with the waxing and waning of the moon that represents his/her deity. When the Wizard's moon has the aspect **High Sanction** he/she may invoke this aspect without spending a Fate point once per day. However, when the Wizard's moon has the aspect **Low Sanction** the Wizard's target (or the GM) may compel this aspect without awarding the player a Fate point, also once per day. When the moon is waxing

and waning the Wizard's magic functions normally.

### **Example:**

The companions are being taken prisoner by the Red Dragonarmy in Solace. Two Baaz draconians approach Raistlin in order to escort him to the slave caravan. Raistlin, who has a Spellcraft skill ranked at Good (+3), mutters a few spidery arcane words and casts the burning hands spell. His player rolls Raistlin's Spellcraft skill and gets a +2, making Raistlin's attack a Superb (+5). Lunitari happens to be at **High Sanction** so he invokes this aspect for free, gaining a +2 to his attack. Gouts of flame burst forth from Raistlin's fingertips, engulfing both draconians. The draconians have Armor 2 but are completely taken by surprise, so one of them takes three shifts of physical stress while the other takes two. As the two draconians writhe in pain, Raistlin calmly rises from the table where he has been sitting and says, "Don't touch me," as he walks himself to the caravan.

## **Primal Sorcerers**

### **Permission**

Aspect: A High Concept that reflects the characters natural talent with primal sorcery. Depending on the time period of the game the GM may require an aspect reflecting the character's status as a renegade wizard.

### **Costs:**

Skill Ranks: The Spellcraft skill

Stunts: The "Arcane Adept" stunt to allow the use of the Spellcraft skill to cast spells and other stunts to learn the various elements of primal sorcery.

Casters who utilize primal sorcery learn to manipulate the elements of nature. The five elements are Fire, Water, Earth, Air, and Spirit. A sorcerer may choose to be familiar with any number of elements up to his or her Spellcraft skill rank. So, a sorcerer with a Spellcraft of Good (+3) may learn 3 of the 5 elements.

Sorcerers have two distinct advantages. First, they have much more freedom to cast on the fly since they do not have to prepare spells in advance. Second, sorcerers have a greater potential for raw power. But these advantages come at a price. Primal sorcery can be extremely dangerous, and sorcerers are constantly at risk of losing control of their magic, placing themselves and those around them in danger.

When a sorcerer casts a spell, he or she must decide how many shifts of power they want to imbue their spell with. The sorcerer takes a box of mental stress up to his or her Spellcraft rank and an additional box of stress for every shift of power beyond that. Therefore, a sorcerer with a Spellcraft of Good (+3) can cast a spell with 3 shifts of power for a single box of stress. A spell with 5 shifts would cost an additional 2 boxes of mental stress. Once the number of shifts of power is chosen, the sorcerer must then roll his/her Will skill. The difficulty of the roll is the number of shifts empowering the spell. If the Will roll is successful the sorcerer is able to control

all of the spell's energy and the spell functions normally. However, if the sorcerer fails the Will roll, the difference spills over as wild magic and the caster must decide if it damages the environment around him/her (and the people in it) or if he/she absorbs the wild magic along with the stress incurred.

**Note:** You may notice that the stunt to gain access to arcane spells is the same for both the Wizard and the Sorcerer. The reason for that is I wanted to blur the line a bit between the two types of casters. The fact of the matter is that, on the continent of Ansalon, primal sorcery has been outlawed by the Wizards of High Sorcery. I wanted the arcane caster to be able to choose his or her own path. Primal sorcery is a quicker path to high octane spell slinging, but the consequences of getting caught can be pretty severe. Wizards who catch a caster using primal sorcery will often offer him or her a choice, take the Test or die. Regardless, anyone caught using primal sorcery must take the aspect "Renegade Wizard". That aspect will stick with them for a long time, since the Conclave has eyes everywhere.

### **Example:**

Liam Rishdadt is getting ready to unleash his latest version of the Medusa Plague on a sleepy little hamlet in Northern Ergoth, but first he must deal with his former best friend Guerrand DiThon who is attempting to stop him from poisoning the town's well. Frightened and confused townspeople watch the mage-duel in horror.

Time is of the essence so Liam wants to take Guerrand out quickly. His Spellcraft skill is at Good (+3) and his Will skill is at Great (+4). He decides to shoot a barrage of ice crystals at Guerrand and declares that he will imbue the spell with 7 shifts of power, taking 4 shifts of mental stress in the process. He rolls his and gets a +1. This means he can only control 5 shifts of power and the other two will spill over as wild magic and affect the town and the onlookers. Of course, Liam could choose to absorb the wild magic by taking the 2 shifts of physical stress himself, but, being who he is, Liam lets the wild magic loose. The onlookers around him suffer two shifts of physical stress. Meanwhile, Liam rolls his Spellcraft skill and gets a +1. His spell hits Guerrand as a Weapon 9 (Spellcraft roll of Great (+4) plus 5 shifts of power), more than enough to take Guerrand out. But Guerrand hastily casts a shield spell to fend off the attack. His Spellcraft is at Good (+3). His player rolls a +2, essentially giving Guerrand an armor rating of Armor 5. Then, since Lunitari is at **High Sanction**, Guerrand invokes this aspect for free which grants him an additional +2 to his shield. That's enough to repel most of Liam's attack, and Guerrand only takes two shifts of physical stress.

## **Clerics**

### **Permission**

Aspect: A High Concept that reflects the character's position as a member of a deity's clergy.

### **Cost**

Skill Ranks: The Faith skill.

Stunts: A stunt called "Divine Adept" to allow the use of the Faith skill to cast spells.

Clerics receive their power from their god. Therefore, they do not have any constraints on what they can cast except that the cleric must make some kind of supplication to their deity. If the GM determines that the intent of the spell runs counter to the deity's will he/she can deny the cleric's request. A cleric of Kiri-jolith trying to set fire to an occupied orphanage would, most likely, be denied the spell. Normally, however, the cleric simply describes the desired effect and asks (prays to) the divine power to grant his/her request. If the spell falls directly under one of the deity's aspects, then the player may invoke that aspect with the expenditure of a Fate Point. The cleric then rolls his/her Faith skill against a difficulty.

### **Example One:**

Crysanía, a cleric of Paladíne, is attempting to throw up a shield in front of Tasselhoff who is being charged by a rampaging minotaur. The minotaur rolls his Fight skill and gets a total attack of Fair (+2). Crysanía's Faith skill is at Good (+3), but her roll is -2. That places her spell's power at Average (+1), effectively giving Tasselhoff an armor rating of Armor 1. While it wouldn't stop the minotaur, it would at least deflect some of the damage. However, Crysanía spends a Fate Point to invoke Paladíne's "Protection" aspect, thus adding a +2 to her skill. That increases her total spell power to Good (+3). The minotaur slams into the invisible shield (possibly taking damage himself), while Tasselhoff escapes unscathed.

### **Example Two:**

Riverwind has taken the severe consequence of **Dying**, having just been sprayed with the black dragon Khisanth's acidic breath weapon. Goldmoon, a cleric of Mishakal with a Faith of Good (+3), rushes to heal him. She speaks an urgent prayer to Mishakal, imporing her to heal Riverwind. Goldmoon's player knows a severe consequence requires 6 shifts of power to eliminate, so she spends a Fate Point and invokes Mishakal's **Healing** aspect, effectively raising her Faith skill to Superb (+5). She rolls a +2 which nets a total of Epic (+7). That's enough shifts of power to eliminate Riverwind's severe consequence, thus saving his life. But let's say Goldmoon didn't have a Fate Point to spend. And let's say her roll was only a +1. Her total would then only be a Great (+4), not enough to completely heal Riverwind's condition. However, it is enough to reduce the severe consequence to a mild consequence ( $6 - 4 = 2$ ). Therefore, Riverwind can change his **Dying** consequence to something like **Walking with a Limp**.

## **Mystics**

### **Permission**

Aspect: A High Concept that reflects the character's status as a mystic.

### **Cost**

Skill Ranks: The Faith skill.

Stunts: "Mystic" to allow the use of the Faith skill to cast spells.

Mystics work in exactly the same way as clerics except that they are not able to invoke the aspects of a deity. Instead, they must choose character aspects that tie in to their personal

beliefs. Mysticism is the power of the heart. It is the manifestation of one's belief in him or herself. Therefore, the mystic should choose character aspects that exemplify this. Otherwise, the Mystic functions mechanically exactly like the cleric.

## **Minor Casters**

### **Permission**

Aspect: An aspect that indicates the type of magic the minor caster can perform.

### **Cost**

Skill Rank: Either Spellcraft or Faith

Stunts: An appropriate stunt to allow the use of either the Faith or the Spellcraft skill to cast spells.

Minor casters include those with High Concepts which indicate that magic is not the character's primary vocation. This includes holy knights, bards, rangers, and dabblers of all kinds. For these casters magic is something they tend to hold in reserve until they really need it. A minor caster is limited in his/her casting ability in that they cast all spells as if their associated skill was one half of its actual skill rank (rounded up). Therefore, if the caster has a Great (+3) Faith or Spellcraft, he or she may still only cast spells at Fair (+2). All mundane uses of the Faith and Spellcraft skills function normally at their full rank.

### **Example:**

Brian Donner, Knight of the Sword, is in a pitched battle with two thanoi warriors. His Fight skill is at Good (+3) and his Faith is at Average (+1). He knows he will not last long without divine assistance, so he mutters a prayer, asking Kiri-Jolith to guide his sword. This allows him to spend a Fate Point to invoke his deity's "Just Warfare" aspect to add a +2 bonus to his Fight skill, effectively giving him a Superb (+5). He then rolls his attack and gets a +2, making it an Epic (+7). His longsword is a Weapon 2, so he deals a whopping nine shifts of stress to one of his thanoi attackers who rolls its Athletics skill to defend. The thanoi's total comes out to be Good (+3), so he ends up taking six shifts of stress and the severe consequence of "gutted and bleeding out."