

SPELLCASTERS OF THE UNKNOWN

Adding clerics and wizards to Searchers of the Unknown

Concept

The following rules add spellcasting character classes to the amazing rules lite rpg "Searchers of the Unknown" by Nicolas Dessaux.

Build a PC

Your first choice when creating a spellcasting character is whether to be a cleric or wizard. This choice determines the type of spells you can cast, armor and weapon restrictions, hit dice and combat abilities, and experience requirements.

Cleric

Clerics are highly religious men or women that derive their miraculous abilities from devout worship of a God or Goddess.

1° Chose an armor. Clerics can wear any armor.

2° Roll for hit points, 1d6 per level (HD).

3° Choose two weapons, or one weapon and a shield. Clerics may use only a sling, mace, or hammer.

4° Number of attacks: Clerics may attack only once per round. When a cleric kills a monster, he does not gain a second attack at the end of the round

5° Experience: A cleric's experience multiple is 1500 x the current level. A cleric gaining a new level means better fight (1 every 2 levels), save and action rolls, and 1d6 more hit points. The player rerolls all hit dices. If the new score is better than the old one, he gets that new total. If not, he keeps the old.

6°Turning undead: Instead of attacking, a cleric may attempt to turn undead. Roll 1d20 under the cleric's level, +4; and add or subtract the undead monster's HD if it is greater or lower than the cleric's level. So a 7th level cleric must roll under 17 to turn a 1 HD skeleton (7th level plus 4 equals 11; cleric is 6 HD higher than a 1 HD skeleton). Each turning attempt effects all undead within a 20' radius.

7° Casting spells: A cleric may cast a total number of spells per day equal to his level minus one; with a maximum spell level equal to ½ X level. Thus a first level cleric cannot cast spells, and a third level cleric can cast 2 level 1 spells/day. Spell durations are measured in 10 minute (turns) or 10 second blocks of time (rounds).

Cleric Spell List

Level Spell: Range and Effect

- 1 Cure Light Wounds: touch, Heals 1d6 hp
- 1 Detect Evil: 120' Detects evil thought/intent for 6 turns
- 1 Detect Magic: 60' Detect magic for 2 turns
- 1 Light: Lights 120' Lights a 30' radius for 12 turns
- 1 Protection from evil: 0' enchanted monsters can't attack, +1 on saves and +1 penalty to hit for evil opponents
- 2 Bless: 60' Allies gain +1 to hit/morale for 6 turns
- 2 Find Traps: 30' find normal and magic traps for 2 turns

- 2 Hold Person: 120' Holds 1-4 for 6 turns +1 turn/caster level, 12 on save if used against single target
- 2 Resist Cold or Fire: 30' Immune to normal fire or cold for 2 rounds, +2 on saves, -1 for each damage dice for 6 turns.
- 3 Cure/Cause Disease or Blindness: Blind= -4 to hit and +4 to AC, Disease= -4 damage and hp, permanently
- 3 Striking: 30' Weapon does an extra damage dice for 1 turn.
4. Neutralise Poison/Poison: Touch negates poison in or poisons creature (hit in combat must save or die)

Wizard

Wizards derive spellcasting abilities from research and study of ancient tomes. The time and effort expended to gain magical knowledge has a deleterious effect on their fighting skills.

1° Choose an armor. Wizards may not cast spells while wearing armor or using shields.

2° Roll for hit points, 1d4 per level (HD).

3° Choose two weapons. Wizards may use only a dagger, sling, or staff (2 handed weapon that deals 1d6 damage).

4° Number of attacks: Wizards may attack only 1/round. When a wizard kills a monster, he does not gain a second attack at the end of the round

5° Experience: A wizard's experience multiple is 2500 x the current level. A wizard gaining a new level means better fight (1 every 3 levels), save and action rolls, and 1d4 more hit points. The player rerolls all hit dices. If the new score is better than the old one, he gets that new total. If not, he keeps the old.

6° Casting Spells: A wizard may cast a total number of spells per day equal to his level; with a maximum spell level equal to ½ X level rounded up). Thus a 1st level wizard can cast 1 level 1 spell per day, and a 3rd level wizard can cast either 3 level 1 spells/day, or 1 second level spells and 2 first level spell/day. Wizards must choose spells before each adventure.

Wizard Spell List

Level Spell: Range and Effect

- 1 Charm Person: 120' Makes victim enamoured of caster for 1-20 days minus HD (minimum 1 day)
- 1 Detect Magic: 60' Detect magic for 2 turns.
- 1 Light: Lights 120' Lights a 30' radius for 6 + caster level turns
- 1 Magic Missile: 150' One 1d4+1 damage missile per 3 caster levels (ex - a 4th level wizard makes 2 missiles).
- 1 Sleep: 240' Puts 2-8 HD (max 4 HD creature)to sleep 2-8 rounds
- 1 Shield: touch, AC4 protection (AC2 vs missiles) with AC9 encumbrance for 2 turns, immune to magic missiles
- 2 Detect Invisibility: 10'/level see invisible 5 rounds/level
- 2 Invisibility: 240' Target Invisible (-4 to be hit) until attacking
- 2 Web: 10' Create sticky mass 10' radius, giants break through in 1 round, humans take 2-8 turns.
- 3 Dispel Magic 60' Remove all magic 60' radius
- 3 Fireball: 240' 1d6/level damage 20' radius
- 3 Lightning Bolt: 240' 5'x60 bolt 1d6/level damage
- 4 Charm Monster: As charm person but any creature
- 4 Minor Globe of Invulnerability: 10' radius sphere around caster prevents all 1-3rd level spells (except casters own) 1 round/level.