

MYSTIC THEURGE: DRUIDIC SORCERER

CLASS / KIT DESCRIPTION

BALDUR'S GATE II (THRONE OF BHALL)

MYSTIC THEURGE: Blurring the line between divine and arcane, mystic theurges draw power from divine sources and musty tomes alike. While most spellcasters choose one path to magical power, mystic theurges walk two roads at once, simultaneously mastering spells common to clerics and wizards.

NOTE: A Druidic Sorcerer is one of several different kinds of Mystic Theurges.

DRUIDIC SORCERER: A powerful magic user that wields both the natural abilities of a druid and the mysterious powers of spellcraft. Druidic Sorcerers are unique individuals that view magic as a part of the natural world and vice-verca. As those in the Druid order generally shun magic, Druidic Sorcerers are essentially outcasts and therefore identify themselves primarily as magic-users.

Advantages:

- Gains bonus spells from base Wisdom and Charisma at creation.
- Can use druid weapons and armor no heavier than studded leather.
- May add proficiency points to druid weaponskills at creation.
- Learns druid spells and casts them from the sorcerer's spellbook.
- At level 5, can maintain spellcasting abilities while wearing light armor.
- At level 7, can simultaneously wear armor and robes.
- At level 8, can shapeshift into new druid animal forms.
- Gains special High Level Abilities, including Quest Spells and Level 10 Wizard Spells.
- Can learn high level Quintessence Magic.

Disadvantages:

- Has a 15% penalty to experience.
- Strength, Constitution, and Dexterity have a -2 penalty.
- Casts 1 less spell per spell level than an ordinary sorcerer before Wisdom and Charisma bonuses.
- Has a -1 penalty to casting time.
- Will not be recognized as a druid.

Requirements:

- 13 Wisdom, 9 Charisma
- Must be of any Neutral alignment.

Note: The Druidic Sorcerer is a kind of multiclass that functions as a single class within Baldur's Gate. For reference, here are the class descriptions for the Druid and Sorcerer:

DRUID: Like the cleric, the druid is a priest, but for the ethos of nature and neutrality in the temple of the wilderness. The druid's special powers are devoted to the protection of the natural order and the preservation of balance in the world.

SORCERER: Sorcerers are practitioners of magic who were born with the innate ability to cast spells. It is thought that the blood of some powerful creature flows through their veins; perhaps they are the spawn of the gods themselves, or even dragons walking in humanoid form. Regardless, the Sorcerer's magic is intuitive rather than logical. They know fewer spells than wizards, and acquire spells more slowly, but they can cast spells more often and have no need to select and prepare spells ahead of time. Sorcerers cannot specialize in magic the way wizards do. Other than these differences, a Sorcerer is very similar to a wizard.

NOTE: A sorcerer does NOT learn spells from scrolls, but instead chooses new spells with each level. A sorcerer's prime requisite is INTELLIGENCE.



NOTE: The Druidic Sorcerer is selectable during character creation under the Druid kit listing. Although you may begin in Throne of Bhaal, it is highly recommended that you start fresh from Shadows of Amn, as you will have full control over spell selection.

Class Abilities

Bonus Spell Table

Druidic Sorcerers now gain extra spells based upon their base charisma.

CHR	Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	Lv8	Lv9
12	+1								
13		+1	+1						
14				+1	+1				
15	+1					+1			
16		+1					+1		
17			+1					+1	
18									+1

The following WIS table only applies if the Sorcerer has a CHR of 14 or higher:

WIS	Lv1	Lv2	Lv3	Lv4	Lv5	Lv6	Lv7	Lv8	Lv9
14				+1					
15					+1				
16						+1			
17							+1		
18								+1	+1*

* This bonus only applies if both WIS and CHR are at 18.

In large part because of the bonuses, the Sorcerer will now be a very difficult character to roll for. His penalties to STR, DEX, and CON, combined with a minimum WIS score of 13, make it more difficult to distribute points.



Druid Shapeshifting

Druidic Sorcerers are able to take advantage of the new shapeshifting modes. Now, druids will be able to choose from a much greater variety of natural animals, although they still may only change form three times per day.

New Forms:



Panther

A combination of stealth and power. The Panther can use a special stealth attack each round with a 50% chance of success while outside. If successful, the panther will be invisible for a short while and will do maximum damage and attack with a +4 bonus to THAC0 for one round. (AC3, Thac0 14, 2 attacks per round-1d8)



Leopard

Although similar to the Panther, the Leopard is a more consistent fighter. It is better suited for fighting in well-lit areas. (AC4, Thac0 12, 2 attacks per round-1d8)



Bear

A slow moving but powerful Brown Bear. (AC6, Thac0 13, 3 attacks per round-1d6)



Wolf

The Wolf is not a particularly powerful attacker. It compensates, however, by being able to call in a pack of wolves (1-5 wolves, once per day) for 30 minutes, if it is outside. (AC3, Thac0 15, 1 attack per round-1d8)



Snake

This enormous Snake has a weak bite, but can inject its target with poisonous venom with each hit. Those near it must also make a successful save versus spells with a +4 bonus or flee in terror. (AC4, Thac0 15, 1 attack per round-1d4)



Dog

The Dog has little place in combat, but does possess great tracking abilities. Its acute senses can locate traps and enemies all day. (AC6, Thac0 16, 1 attack per round-1d4)



Cat

Even this small creature has its uses. If ever in need of nimble movement, the druid can shapeshift into it and maneuver through obstacles as if hasted and under the spell, Free Action. (AC4, Thac0 17, 1 attack per round-1d2)



Eagle

The Eagle cannot attack or directly interfere with other creatures, but it can fly to safety or remote locations. Because of the exhaustion incurred from maintaining this form, the Druid may only maintain this shape for 30 seconds.



Moose

A Moose can be a very dangerous foe when threatened. Although not the best for direct damage, it can knock opponents unconscious with its charge or knock them backwards. (AC7, Thac0 13, 1 attack per round-1d6)

Spellcasting and Armor

Druidic Sorcerers, because they do not require components for their wizard spells, and because of their training in armor as druids, possess the unique ability to wear light, natural armor while maintaining spellcasting abilities. Unlike regular druids, the Druidic Sorcerer cannot wear armor heavier than studded leather. Because of the class' intense dedication to the magical arts, no Druidic Sorcerer would allow himself to be denied spellcasting ability for even a moment.

Simultaneous Robes and Armor

Because Druidic Sorcerers are the only class with the ability to naturally cast magic while wearing armor, they may choose to wear robes and armor at the same time. They may not, however, wear both robes and cloaks simultaneously in this fashion; the player must choose one or the other.

Note: To wear robes simultaneously with armor, simply wear your robe as normal and use its special ability. It will now be usable in your cloak slot, although only by Druidic Sorcerers. If you want to wear it exclusively again, just use your item special ability and the robes shall be usable as regular armor once more.



Druid Spells

Druidic Sorcerers learn druid spells at a rate that approximates advancing as a priest. The selection and order of the spells is not exactly the same, and has been modified for balance and logic. In addition, three new druid spells have been added and made exclusive to the Druidic Sorcerer.

Level 1

Cure Light Wounds
Detect Evil
Entangle
Shillelagh



Wave Spray (NEW)

Wave Spray
Level: 1
Sphere: Combat
Range: Visual range of caster
Duration: Instantaneous
Casting Time: 2
Area of Effect: Target creature
Saving Throw: Special

When the priest casts this spell, a small wave of water will fly out and strike the target for 1d8 points of damage. The crash of the wave will affect those around it in a 20 foot radius, causing 1 point of damage to each affected creature unless a save vs. spells is made at a +3 bonus.

Level 2

Flame Blade
Goodberry
Resist Fire and Cold
Slow Poison
Barkskin
Charm Person or Mammal

Level 3

Call Lightning
Cure Disease
Cure Medium Wounds
Hold Animal
Protection from Fire
Summon Insects
Zone of Sweet Air

Level 4

Free Action (Originally Cleric Only)
Neutralize Poison
Poison
Protection from Lightning
Animal Summoning I
Call Woodland Beings

Level 5

Pixie Dust
Cure Serious Wounds (Originally Level 4)
Insect Plague
Iron Skins
Animal Summoning II

Level 6

Cure Critical Wounds (Originally Level 5)
Conjure Fire Elemental
Animal Summoning III
Conjure Animals
Dolorous Decay
Fire Seeds

Level 7

Heal (Originally Level 6)
Earthquake
Creeping Doom
Conjure Earth Elemental
Sunray (Originally Cleric Only)

Level 8

Nature's Beauty (Originally Level 7)
Fire Storm (Originally Level 7)
Regeneration (Originally Level 7)

Level 9



Tornado (NEW)

Tornado
(Invocation)
Level: 9
Sphere: Combat
Range: Visual sight of caster
Duration: 5 rounds
Casting Time: 7 rounds
Area of Effect: 30-foot radius
Saving Throw: Special

When cast, a whirlwind appears at the selected spot for 5 rounds. Twice per round, all enemies within a 30 foot radius must make a successful saving throw for each of the following possible effects:

Wing Buffet: Save vs. Breath or be blown back a great distance.
Dropped Weapons: Save vs. Breath or have your weapons blown off.
Flying Debris: Save vs. Spells at a +2 bonus or be knocked unconscious by flying debris for 3 rounds.
Strong Winds: Save vs. Breath at a -4 penalty or have one's movement rate slowed to 25% for 1 round.

Twice per round, all victims will take 2d4 points of damage from being slammed into the ground or hit by flying objects. A successful save vs. breath will reduce the damage in half.



Summon Shambling Mound (NEW)

Summon Shambling Mound
(Conjuration/Summoning)
Level: 9
Sphere: Elemental, Summoning
Range: Visual sight of caster
Duration: 12 rounds
Casting Time: 7
Area of Effect: Special
Saving Throw: None

Upon casting, a powerful mound of earth and tree and rock will rise out of the ground. The mound will do the bidding of the caster until it is slain, or the duration of the spell runs out. All of the commands given to the elemental are done telepathically so there is no time lost due to miscommunication, and no need to know the language of the summoned creature.

Changes to Wizard Spells

The following spells have been altered:



Meteor Swarm

Meteor Swarm (Evocation)

Level: 9

Range: 90 yards

Duration: Instantaneous

Casting Time: 9

Area of Effect: Special

Saving Throw: Half damage

A Meteor Swarm is a very powerful and spectacular spell which is similar to the Fireball spell in many aspects. When it is cast, four spheres of 2-foot diameter spring from the outstretched hand of the wizard and streak in a straight line to the distance demanded by the spellcaster, up to the maximum range. The meteor missiles leave a fiery trail of sparks, and each bursts as a Fireball. Each sphere inflicts 10d4 points of damage, bursting in an expanding circle. Note that these explosions may have overlapping areas of effect. A saving throw for each area of effect will indicate whether full damage or half damage is sustained by creatures within each area.



Shapechange

Shapechange (Alteration)

Level: 9

Range: 0

Duration: 5 turns

Casting Time: 9

Area of Effect: Caster

Saving Throw: None

With this spell, a wizard is able to assume the form of a powerful creature (mind flayer, iron golem, greater wolfwere, earth elemental, fire elemental, or giant troll). The spellcaster becomes the creature he wishes, and has almost all of its abilities. Thus, he can change into a mind flayer to stun his opponents and then become an earth elemental to crush his foes. These creatures have whatever hit points the wizard had at the time of the shape change. Each alteration in form requires only a second, and no system shock is incurred.

Note that although the assumed form has the combat characteristics of the real creature, it may not have all of its immunities.

Note: The interface for shapechanging has been simplified, with all forms now selectable under a single new icon under the special abilities tab.

High Level Abilities

The Druidic Sorcerer has a far more complex and, potentially, powerful set of HLAs. Upon reaching level 18, the player will be able to choose from the following chart:



Unlike other classes, the Druidic Sorcerer employs a tier-based system. The player must choose a particular “ability path,” each with its own advantages. Each path eventually culminates with three primary Druidic Sorcerer abilities, as noted on the chart above. Although it is possible to attain all abilities within the experience point cap, the difficulty involved in doing so with the experience point penalty means that the player should think carefully through the HLA selection process.

List of High Level Abilities

Track One: Spellcasting Proficiency



Clarity (Tier 1)

Clarity:

With this ability, the player will never be affected by, deafness, silence, miscast magic, feeblemind, or charm.



Vocal Lucidity (Tier 2)

Vocal Lucidity:

The magic user, having learned to deliver the vocal components of spells with greater efficiency, is now able to reduce all spell casting times by 2.

Requires: Clarity



Spellcasting Mastery (Tier 3)

Spellcasting Mastery:

Your devotion to improving your spellcasting proficiency has paid off. With this incredible ability, you will be able to cast a maximum of two spells per round when other creatures are nearby.

Twice per round, the caster will have a 1 second window of opportunity to cast a spell (each window of opportunity is accompanied by visual signals, both on the player and on the player's portrait.)

If you choose to cast a spell during any of these windows, there will be a 1 second delay applied to all castings. If you wish to cast spells without the delay, you must initiate your spellcasting after the window of opportunity has passed, although you may only do so once per round.

Note: The beginning of a new round is exactly 6 seconds after you last cast a spell.

Requires: Vocal Lucidity and Clarity

Track Two: Arcane Knowledge



Bonus Spell Memorization (Tier 1)

Bonus Spell Memorization:

Selecting this ability allows the magic-user to cast extra spells per day. The three options (selectable under special abilities) are:

- A) 3 bonus spells per level, levels 1-3.
- B) 2 bonus spells per level, levels 4-6.
- C) 1 bonus spell per level, levels 7-9.



Bonus Spell Knowledge (Tier 2)

Bonus Spell Knowledge:

With your increased understanding of magic, you are now able to learn new priest spells previously not available to druids. The new spells are:

- Level 1: Sanctuary
- Level 2: Silence, 15' Radius
- Level 3: Remove Paralysis
- Level 4: Defensive Harmony
- Level 5: Chaotic Commands
- Level 6: Greater Command
- Level 7: Physical Mirror
- Level 8: Shield of the Archons
- Level 9: Raise Dead

Requires: Bonus Spell Memorization



Spell Enhancement (Tier 3)

Spell Enhancement:

Because of your devotion to magical knowledge, you are now able to cast improved versions of standard wizard spells. By selecting this ability, you may cast the following spells:

1. Mordekinan's Multiplicative Magic Missile

Mordekinan's Multiplicative Magic Missile (Evocation)

Level: 1

Range: Visual range of caster

Duration: Variable

Casting Time: Variable

Area of Effect: 1 creature

Saving Throw: None

Like the popular wizard spell, Magic Missile, this spell sends out accurate missiles that inflict 1d4+1 points of damage each. Unlike Magic Missile, Mordekinan's Multiplicative variant increases the possibilities for massive and minimal damage immensely.

A successful casting of this spell only guarantees the creation of a single magic missile, but at every step of the spell there is the possibility of sending additional missiles at your enemy.

1 missile: 100%
+ 2 missiles: 75%
+ 3 missiles: 75%
+ 4 missiles: 66%
+ 5 missiles: 66%
+ 6 missiles: 50%
+ 7 missiles: 50%
+ 8 missiles: 33%
+ 9 missiles: 33%
+ 10 missiles: 25%
+ Restart spell: 25%

It is theoretically possible, if improbable, that this spell can repeat itself an infinite number of times. In any case, the caster must maintain concentration during the process, and thus the possibilities of the spell may be brought to a halt by spell disruption.

2. Controlled Web

Controlled Web (Evocation)

Level: 2

Range: Visual sight of caster

Duration: 1 turn

Casting Time: 2

Area of Effect: Special

Saving Throw: Special

This spell is identical to its original incarnation with the notable exception that it does not affect party members. A web spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. The web spell covers a maximum area of about 30 feet in radius (roughly the same size as a fireball). Creatures caught within webs, or simply touching them, become stuck among the gluey fibers.

Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, then the creature is free to move out of the area. A failed saving throw means the creature is stuck in the webs, unable to move. Each round that a creature remains in the web, he must make a saving throw or be unable to move.

3. Improved Ghost Armor

Improved Ghost Armor
(Conjuration/Summoning)
Level: 3
Range: 0
Duration: 5 turns
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were field plate armor (AC 2). It is cumulative with Dexterity and, because of the enhanced nature of this spell, with armor and shield bonuses. The armor spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spellcasting. It lasts until successfully dispelled or until the duration runs out.

4. Otiluke's Consistently Resilient Sphere

Otiluke's Consistently Resilient Sphere (Alteration)
Level: 4
Range: 0
Duration: 1 turn
Casting Time: 4
Area of Effect: Target creature
Saving Throw: None

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature. The resilient sphere will contain its subject for the duration of the spell. The sphere is completely immune to all damage. Actually, the only method of removing the sphere is a successful dispel magic. Hence the creature caught inside the globe is completely safe from all attacks, but at the same time is completely unable to affect the outside world. Unlike the original variant of this spell, this spell cannot be saved against.

5. Cone of Freezing Cold

Cone of Freezing Cold (Evocation)
Level: 5
Range: 0
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

When this spell is cast, it causes a cone-shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone five feet long and one foot in diameter per level of the caster. It drains heat and causes $20d4 + 10$ points of damage, with a save for half damage. Every target that is within the enhanced Cone of Cold's range must make an additional saving throw or be frozen for $1d4$ rounds.

6. Major Globe of Invulnerability

Major Globe of Invulnerability (Abjuration)
Level: 6
Range: 0
Duration: 1 round/level
Casting Time: 6
Area of Effect: 5-foot-radius sphere
Saving Throw: None

This spell is a more powerful version of Glove of Invulnerability, creating an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, 3rd- 4th- and 5th-level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the globe of invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere, and these pass from the caster of the globe to their subject without affecting the globe. Sixth and higher level spells are not affected by the globe. The globe can be brought down by a successful dispel magic spell, as well as other forms of magical attack such as Spellstrike and Pierce Magic.

7. Delayed Blast Explosion

Delayed Blast Explosion (Invocation/Evocation)

Level: 7

Range: Visual range of caster

Duration: Special

Casting Time: 7

Area of Effect: 60' radius

Saving Throw: 3/4

This spell creates a massive fireball that hovers at a point determined by the caster. The fireball will stay in position until someone walks too close to it. At which point it will explode for 15d6 points of damage with a save vs. spell for three-quarters damage. The resulting explosion creates a massive expanding shockwave that stretches out in a 60-foot radius. Its relatively slow expansion gives the caster and his party time to flee.

8. Immunity to Energy

Immunity to Energy

(Abjuration)

Level: 8

Range: Touch

Duration: 1 round /level

Casting Time: 8

Area of Effect: Creature touched

Saving Throw: None

When the spell is cast it confers 100% immunity against all energy attacks such as fire, cold, acid, magic and electricity whether magical or non-magical such as spells, weapons, wands, breath weapons, etc. This excludes any physical attacks and spell-created weapons, such as Enchanted weapon and Spiritual Hammer. In other words, any physical damage such as piercing, blunt or slashing will get through. This effect lasts for the duration of the spell or until dispelled. Multiple castings of this spell are not cumulative.

9. Greater Shapeshift

Greater Shapechange (Alteration)

Level: 9

Range: 0

Duration: 5 turns

Casting Time: 9

Area of Effect: Caster

Saving Throw: None

This spell is an enhanced version of the wizard spell, Shapechange. With this spell, a wizard is able to assume the form of a powerful creature (mind flayer, iron golem, greater werewolf, earth elemental, giant troll, or Red Dragon). The spellcaster becomes the creature he wishes, and has almost all of its abilities. Thus, he can change into a mind flayer to stun his opponents and then become an earth elemental to crush his foes. These creatures have whatever hit points the wizard had at the time of the shape change. Each alteration in form requires only a second, and no system shock is incurred.

Note that although the assumed form has the combat characteristics of the real creature, it may not have all of its immunities.

Requires: Bonus Spell Memorization and Bonus Spell Knowledge

Track Three: Magical Defense



Immunity to Level 1 Spells (Tier 1)

This ability confers upon the player complete invulnerability to level 1 magic.



Magic Resistance (Tier 2)

Magic Resistance:

By selecting this ability, the player will gain an additional 33% magic resistance.

Requires: Immunity to Level 1



Permanent Contingency (Tier 3)

Permanent Contingency:

This ability constantly protects the magic user with a contingency that is triggered once his or her health drops below 25%. Once triggered, the player will be healed by a cure critical wounds spell.

Requires: Magic Resistance and Immunity to Level 1 Spells

Track Four: Druidic Powers



Druidic Immunities (Tier 1)

Druid Immunities:

As a high level druid, you are immune to all forms of poison, disease, and level drain. Non-magical weapons have no effect upon you, and you cannot be forcefully put to sleep. In addition, you gain an additional 25% resistance to fire, electricity, cold, and acid.



Shapeshift Elementals (Tier 2)

Shapeshift Elementals:

With this ability, the druid will now be able to shapeshift into a powerful elemental of fire, air, or earth, once per day each.

Requires: Druid Immunities

Fire Elemental Transformation

Level: Quest

Range: 0

Duration: Special

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

Harnessing the power of fire, this powerful shapechange ability allows the druid to become a 24HD fire elemental of immense strength. The elemental form has an AC of -5, a THAC0 of 2 and does 1D10 normal and 1D10 fire damage with its attacks. When the druid returns to human form, he is also healed 3D10 damage.

Earth Elemental Transformation

Level: Quest

Range: 0

Duration: Special

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

Harnessing the power of the earth, this powerful shapechange ability allows the druid to become a 24HD earth elemental of immense strength. The elemental form has an AC of -5, a THAC0 of 2 and does 2D10 crushing damage with its attacks. When the druid returns to human form, he is also healed 3D10 damage.

Air Elemental Transformation (NEW)

Level: Quest

Range: 0

Duration: Special

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

Harnessing the power of air, this powerful shapechange ability allows the druid to become a 24HD air elemental of immense strength. The elemental form has an AC of -5, a THAC0 of 2 and does 1D10 normal and 1D5 electrical damage with its attacks. When the druid returns to human form, he is also healed 3D10 damage.



Earthly Planeswalking (Tier 3)

Having mastered the elements, it is now possible for the druid to meld into any terrestrial environment, moving through the ground or air at will, reappearing anywhere onscreen in human form.

Requires: Shapeshift Elementals and Druid Immunities

Primary Spellcasting Abilities



Druid Quest Spells

These are the most powerful spells attainable by a priest of nature, gained through intensive dedication and focus.

Requires: Any Tier 1 ability



Storm of Vengeance

Storm of Vengeance

Level: Quest

Range: 90 Yards

Duration: 3 rounds

Casting Time: 8

Area of Effect: 30 foot radius

Saving Throw: Special

Casting this spell causes the earth to shake and the heavens to boil with blood and energy. All enemies of the caster are struck down by acidic rain, earthquakes and lightning.

All enemies of 8th level or lower are slain instantly. The survivors are struck by acidic poisonous rain and lightning. The storm lasts for 3 rounds. Each round, the victims suffer 1D6 electrical damage, 1D6 fire damage and 1D6 acid damage (Save vs. spells for half damage). They also have a chance to be poisoned (Save Vs. Death) in the first round.



Aura of Flaming Death

Aura of Flaming Death

(Evocation, Alteration)

Level: Quest

Range: 0

Duration: 1 round/ 2 levels

Casting Time: 4

Area of Effect: The Caster

Saving Throw: None

This spell causes the caster to be enveloped by an aura of intense flame that both injures opponents and protects from damage. This shield not only grants the user 90% fire resistance and grants an AC bonus of 4, but also protects the caster from attacks made within a 5' radius around the caster. An opponent that hits the caster with any weapons or spells within this radius suffers 2D10 +2 fire damage. In addition, the intense heat protects the caster from all non-magical weapons, melee or missile.



Nature's Restoration (NEW)

Nature's Restoration (Necromancy)

Level: Quest

Sphere: Healing

Range: 30 feet

Duration: Permanent

Casting Time: 1 round

Area of Effect: 30 foot radius

Saving Throw: None

This spell is identical to the level 6 priest spell, Heal, with the exception that it affects all allies in a 30 foot radius and heals 85% of each target's health. This very potent heal spell enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all diseases or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a feeblemind spell. It cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.



Implosion

Implosion (Evocation)

Level: Quest

Range: Visual range of caster

Duration: 2 Rounds

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Special

This spell creates a rift in the earth beneath the target which implodes and closes in upon itself, crushing and burning the target and holding it for 1 round. The spell does 10D10 fire damage and 10D10 blunt damage. The victim can save vs. spell for half damage.



Greater Elemental Summoning

Greater Elemental Summoning

Level: Quest

Range: 10 yards

Duration: 10 rounds

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Druids, having a more powerful link to the elements, can cast a stronger version of Elemental Summoning. This spell can summon the Elemental Princes themselves, randomly chosen from earth, air or fire. The Elemental Princes stay for 10 rounds and will obey the caster as long as they remain summoned.



Level 10 Wizard Spells

These spells are the most powerful spells that a mage can learn, true examples of magical prowess that stretch the limits of mortal capacity.

Requires: Any Tier 2 ability



Comet

Comet

(Any School)

Level: 10

Range: 90 yards

Duration: Instantaneous

Casting Time: 3

Area of Effect: 30' radius

Saving Throw: None

A more powerful and specialized version of Meteor Swarm, a huge meteor or comet strikes the earth damaging all enemies in its path and sending out a powerful shockwave that knocks away all foes in the area of effect. Those knocked down must save vs. paralyzation or be stunned for 1D4 rounds. The comet itself does 10D10 damage.

This spell will not harm party members.



Dragon's Breath

Dragon's Breath

(Any School)

Level: 10

Range: Visual range of caster

Duration: Instantaneous

Casting Time: 3

Area of Effect: 30-foot radius

Saving Throw: Special

This spell causes a disembodied head of red dragon to appear and breathe fire with the strength of an adult red dragon. In addition to the enormous 20D10 fireball, the force of the dragon's breath knocks an opponent off their feet and away from the caster. The victim can save vs. breath to take half damage and not be blown backwards.

This spell will not harm party members.



Energy Blades

Energy Blades

(Any School)

Level: 10

Range: Special

Duration: 4 turns

Casting Time: 3

Area of Effect: Special

Saving Throw: None

An energy blade is a discus made of pure energy. The disc gives +10 to THAC0, and when thrown does 1D4+5 missile damage as well as 1D10 additional electrical damage. This spell creates 1 energy disc per level of the caster and sets the caster's attacks to 9 as long as the discs are held.



Improved Alacrity

Improved Alacrity

(Any School)

Level: 10

Range: Unlimited

Duration: 2 Rounds

Casting Time: 9

Area of Effect: Special

Saving Throw: Special

Improved Alacrity essentially erases the pause between casting spells. When cast, the mage can begin casting a new spell the instant casting of the current spell is finished. The effect lasts for 2 rounds.



Summon Planetar

Summon Planetar

(Any School)

Level: 10

Range: 40 yards

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens a celestial gate and calls forth a planetar to fight at the caster's side until the spell expires or the planetar's avatar is slain.



Quintessence Magic

This is the highest and purest form of magic, typically unattainable by mortal creatures. Unlike wizardry or prayer, Quintessence Magic draws directly upon magic in its basic form, free of intermediaries such as deities, reagents, or common discipline. It is inherently intuitive and cannot be taught or granted. Those that are able to wield even the smallest fraction of its power are to be truly feared.

Requires: Druid Quest Spells, Level 10 Wizard Spells, and any 3rd Tier ability

As an initiate into Quintessence Magic, you will be able to cast the following spells:



Fiery Cataclysm

Fiery Cataclysm

(Quintessence Magic)

School / Sphere: Any

Range: Visual sight of caster

Duration: 5 rounds

Casting Time: 9

Area of Effect: 45-foot radius

Saving Throw: Special

A devastating inferno of fire and rock that billows from the sky and grasps from the earth. It is the single most destructive spell available and will harm everything in its path save the caster. Fiery Cataclysm's power rivals that of the Gods themselves, and has the potential to level small villages, let alone its occupants. The effects of the spell are automatically centered upon the caster for 6 rounds, but unlike other area effect spells, Fiery Cataclysm will move with its caster from round to round.

Once the initial incantation is finished, a massive column of flame will strike the player, encasing him in a globe of fire while sending out a massive explosion that deals out 2d10 points of damage in a 45-foot radius. Everyone caught in the blast will be knocked backwards and will either be struck by a minor fireball for 3d5 points of damage or a ray of flame (2d10 x 2 points of damage, target is pushed back by the flames for 1 round.) Four seconds after the first eruption, another column of flame will pour down, creating an identical explosion. Three seconds later, an additional explosion will erupt. A final explosion will follow five seconds later, and everyone within range will be struck by a another minor fireball.

At the start of the third round of the spell, the sky will begin to rain meteors, causing all within range to take 2d5 points of damage for every round that they are caught in the hail. Each round, every target will be struck by a massive meteor (3d5 points of damage in a 30 foot radius) twice and be blown backwards and possibly knocked unconscious (25% chance, save vs. spells w/ +4 bonus) for 1 round.

By the fifth round, after the last meteor falls, the ground will begin to shake violently for two rounds, throwing all creatures about for 1d10 points of damage each round and causing flaming rifts to open on the ground twice per round, crushing victims for 2d8 points of damage. Each round, the vegetation on the ground will also attempt to grasp at any living creature and hold it rigidly for one round with a 50% success rate.

At the end of the sixth round, a final column of flame will engulf the caster once again, sending out three massive fiery shockwaves that engulf its victims for 2d10 points of damage each.



Torrential Cacophony

Torrential Cacophony
(Quintessence Magic)
School / Sphere: Any
Range: Visual sight of caster
Duration: 3 rounds
Casting Time: 9
Area of Effect: 45-foot radius
Saving Throw: Special

Harnessing the elemental powers of Air and Water, the Druidic Mage is able to unleash an awesome display of magical might. A storm of ice, electricity, and raging winds affecting everyone within a 30 foot radius, this spell is second only to its sibling, Fiery Cataclysm, in pure destructive potential. Although the mage will be sent into a frenzy of furious spellcasting and will not be able to move from his location, he will be able to maintain enough control to prevent any damage upon himself or his party.

When cast, a massive lightning bolt comes down and strikes the sorcerer, shrouding him in a field of electrical energy. At the precise moment of the blast, lightning bolts fly out and strike everyone within range, dealing 1d10 points of damage. Overhead, an Ice Storm will rage for 3 rounds. Every 4 seconds (for a total of 5 times), it causes 1d8 points of cold damage. Everyone caught in the storm will either be struck by a massive Lightning Strike, a large Ice Boulder, or be swept up by a small Whirlwind, once every 4 seconds (5 times maximum).

The Lightning Strike does 1d15 points of electrical damage and has a 75% chance of knocking all targets around it backwards.

The Ice Boulder deals 2d10 points of crushing damage and has a 50% chance of knocking the wind out of the target, preventing it from vocalizing spells for 12 seconds and a 25% chance of knocking the target unconscious for 12 seconds.

The Whirlwind deals 1d15 points of slashing damage while simultaneously blowing its target back. There is a 25% chance that the target will have his or her weapons blown off.

During this storm, the caster becomes a conduit of electricity and water. Each round, everyone within the storm will either be struck by a Lightning Bolt, a Smashing Wave of water, or a Cone of Cold.

The Lightning Bolt behaves as a normal lightning bolt and does 1d10 points of electrical damage. There is a 50% chance that the bolt will create an Electrical Arc, which attempts to jump across all targets within the vicinity with a 50% success rate.

The Electrical Arc deals 1d5 points of electrical damage to everyone it hits.

The Smashing Wave attacks a single individual, dealing 1d20 points of magical cold damage. This wave will wash the target back a good distance and, having his or her equipment soaked through, the target will move at 50% normal speed for 12 seconds.

The Cone of Cold affects everyone in its line of attack, dealing 1d10 points of cold damage. This blast has a 25% chance of freezing those in its way for 6 seconds.

There is no save.



Union of Magic

Union of Magic
(Quintessence Magic)
School / Sphere: Any
Duration: Instantaneous
Casting Time: 6
Area of Effect: 60-foot radius
Saving Throw: None

This powerful spell sends out a 360 degree shockwave, causing everyone within its radius to become vulnerable to magic in all its forms, whether it be weaponry or spellcraft. All magical defense spells are eradicated, magical damage resistance is made nonexistent, and magic resistance is lowered to nothing for 20 rounds. In addition, all dispellable magics are removed.



Arcane Futility

Arcane Futility
(Quintessence Magic)
School / Sphere: Any
Duration: 5 rounds
Casting Time: 1
Area of Effect: Self
Saving Throw: None

With this spell, the caster encases himself within a shell that prevents all magical energy from entering for a short while, regardless of its form. For 5 rounds, the caster gains complete immunity to magical damage, direct magical effects, and magical weaponry. In addition, it grants the player 100% magic resistance and immunity to timestop. Because of the power of the spell, all magical effects on the caster are dispelled, as well, but for the duration of the spell the player is free to cast spells both within and outside of the shell.



Essence of the Planes

Essence of the Planes
(Quintessence Magic)
School / Sphere: Any
Range: Visual range of caster
Duration: 20 rounds
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell summons an Orb of Pure Energy for 20 rounds, neither sentient nor with purpose. This Orb has many abilities, both offensive and defensive, and its mere proximity to both friend and foe will have a significant effect. The Sorcerer can shape its energy into many different uses, but must remain within visual distance in order to maintain control.

Close proximity alone to the orb will result in the following effects, each round:

Enemies:

Horror, Blindness, Ray of Enfeeblement, Remove Magic, Secret Word, Hold Monster, Miscalc Magic.

All of these spells are cast identically to their wizard-spell counterparts as if the Orb were a 25th level magic-user.

In addition, all creatures of 8 hit dice or lower are instantly slain when too close to the orb, as per the 6th level wizard spell, Death Spell.

Allies:

All friendly creatures slowly regenerate when near the orb. In addition, they gain a bonus of 1 to their casting speed, a +1 bonus to all stats, a bonus of 1 to all saving throws, and a bonus of 1 to their speed factor.

The Orb is able to cast the following spells:

Elemental Phasing (four times per day)

The Orb selects a target and sends 10 magical orbs flying at it. Each of these orbs, upon hitting the target, will phase the victim briefly into one of the 4 elemental planes for a split second before bringing them back. These short forays will result in a small amount of elemental damage (1d2), although at the end of the journey there is a 20% chance that the target will be level drained (5 levels), feebleminded (4 rounds), or stunned (4 rounds) from the shock of travel. There is a 5% chance that the victim will not be able to withstand the shock and will die instantly.

Energy Shockwave (four times per day)

This spell sends out all enemies near the orb flying backwards, dealing 1d20 points of damage and slowing their movement rate by 75% for 1 round.

Energy Exchange (four times per day)

All enemies within the selected radius will be struck by lightning bolts, each dealing 5d5 points of damage.

Ball Electricity (twenty times per day)

This is the Orb's basic attack which deals 3d6 points of electrical damage and 3d6 points of crushing damage to a single target.

Tables:

Table 1:
Mystic Theurge Experience Levels

Level	XP / With Penalty	HitDice (d6)	Special Abilities
1	0	1	
2	2500 (2940)	2	
3	5000 (5880)	3	
4	10000 (11760)	4	
5	20000 (23530)	5	Can wear light armor while casting spells
6	40000 (47060)	6	
7	60000 (70590)	7	Can wear armor and robes simultaneously
8	90000 (105880)	8	Gains Druid Shapeshifting abilities
9	135000 (158820)	9	
10	250000 (294120)	10	
11	375000 (441180)	10+1	
12	750000 (882350)	10+2	
13	1125000 (1323530)	10+3	
14	1500000 (1764700)	10+4	
15	1875000 (2205880)	10+5	
16	2250000 (2647060)	10+6	
17	2625000 (3088240)	10+7	
18	3000000 (3529410)	10+8	*Learns one new HLA
19	3375000 (3970590)	10+9	*Learns one new HLA
20	3750000 (4411760)	10+10	*Learns one new HLA
21	4125000 (4852940)	10+11	*Learns one new HLA
22	4500000 (5294120)	10+12	*Learns one new HLA
23	4875000 (5735290)	10+13	*Learns one new HLA
24	5250000 (6176470)	10+14	*Learns one new HLA
25	5625000 (6617650)	10+15	*Learns one new HLA
26	6000000 (7058820)	10+16	*Learns one new HLA
27	6375000 (7500000)	10+17	*Learns one new HLA
28	6750000 (7941180)	10+18	*Learns one new HLA
29	7125000 (8382350)	10+19	*Learns one new HLA
30	7500000 (8823530)	10+20	*Learns one new HLA
31	7875000 (9264710)	10+21	*Learns one new HLA
32	8250000 (9705880)	10+22	*Learns one new HLA

Table 2:
Mystic Theurge Spell Progression

Mystic Theurge	Spell Level								
Level	1	2	3	4	5	6	7	8	9
1	3	0	0	0	0	0	0	0	0
2	4	0	0	0	0	0	0	0	0
3	5	0	0	0	0	0	0	0	0
4	5	3	0	0	0	0	0	0	0
5	5	4	0	0	0	0	0	0	0
6	5	5	3	0	0	0	0	0	0
7	5	5	4	0	0	0	0	0	0
8	5	5	5	3	0	0	0	0	0
9	5	5	5	4	0	0	0	0	0
10	5	5	5	5	3	0	0	0	0
11	5	5	5	5	4	0	0	0	0
12	5	5	5	5	5	3	0	0	0
13	5	5	5	5	5	4	0	0	0
14	5	5	5	5	5	5	3	0	0
15	5	5	5	5	5	5	4	0	0
16	5	5	5	5	5	5	5	3	0
17	5	5	5	5	5	5	5	4	0
18	5	5	5	5	5	5	5	5	3
19	5	5	5	5	5	5	5	5	4
20	5	5	5	5	5	5	5	5	5

Table 3:
Mystic Theurge Wizard Spells Known

Mystic Theurge	Spell Level								
Level	1	2	3	4	5	6	7	8	9
1	2	0	0	0	0	0	0	0	0
2	2	0	0	0	0	0	0	0	0
3	3	0	0	0	0	0	0	0	0
4	3	1	0	0	0	0	0	0	0
5	4	2	0	0	0	0	0	0	0
6	4	2	1	0	0	0	0	0	0
7	5	3	2	0	0	0	0	0	0
8	5	3	2	1	0	0	0	0	0
9	5	4	3	2	0	0	0	0	0
10	5	4	3	2	1	0	0	0	0
11	5	5	4	3	2	0	0	0	0
12	5	5	4	3	2	1	0	0	0
13	5	5	4	4	3	2	0	0	0
14	5	5	5	4	3	2	1	0	0
15	5	5	5	4	4	3	2	0	0

16	5	5	5	5	4	3	2	1	0
17	5	5	5	5	4	4	3	2	0
18	5	5	5	5	4	4	3	2	1
19	5	5	5	5	5	4	4	3	2
20	5	5	5	5	5	4	4	3	2
21	5	5	5	5	5	4	4	4	3
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	4	4	4
24	5	5	5	5	5	5	4	4	4
25	5	5	5	5	5	5	5	4	4
26	5	5	5	5	5	5	5	4	4
27	5	5	5	5	5	5	5	4	4
28	5	5	5	5	5	5	5	5	4
29	5	5	5	5	5	5	5	5	4
30	5	5	5	5	5	5	5	5	4
31	5	5	5	5	5	5	5	5	5

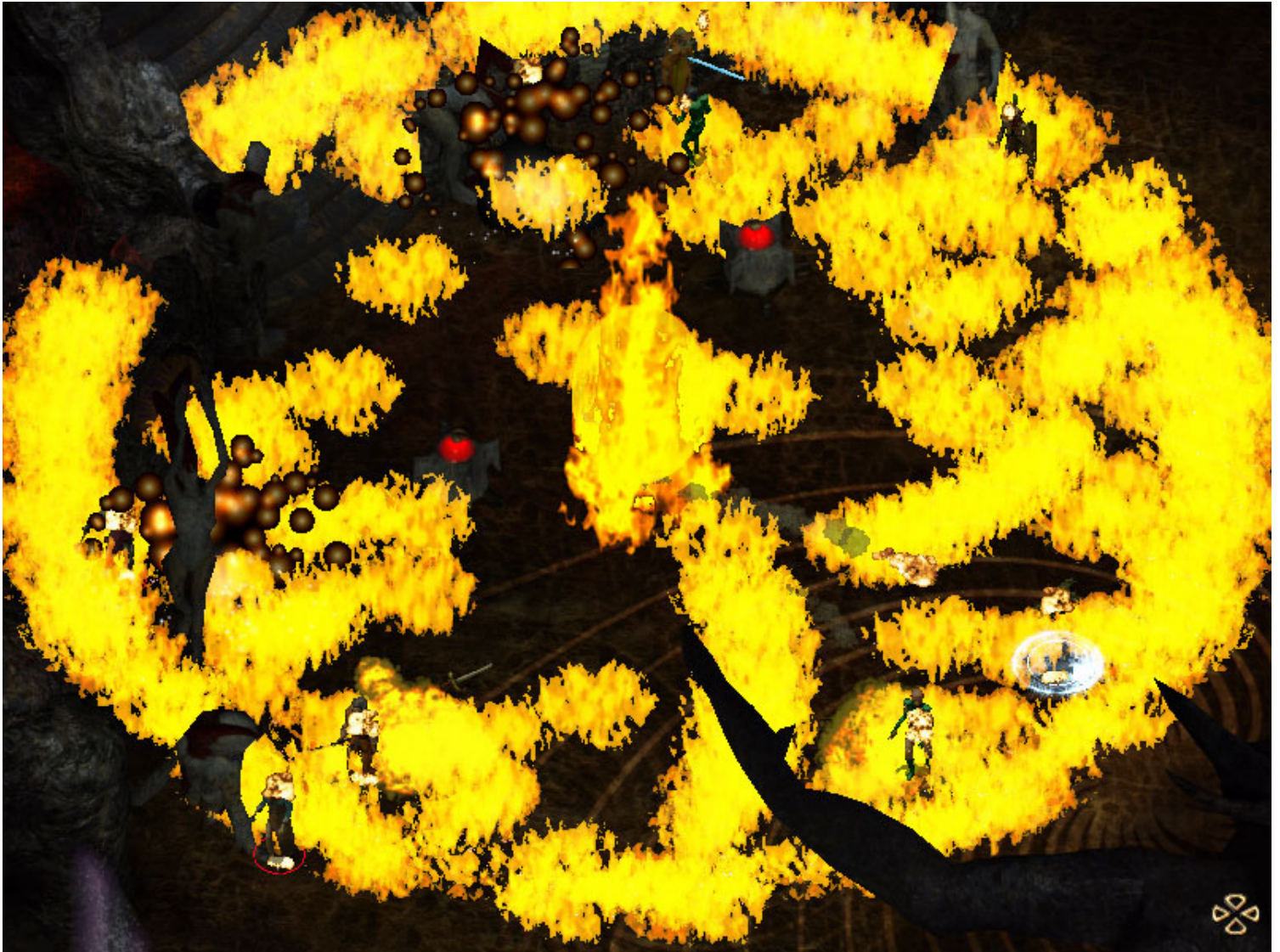
Table 4:
Mystic Theurge Druid Spells Known

Mystic Theurge Level	1	2	3	4	5	6	7	8	9
1	5	0	0	0	0	0	0	0	0
2	5	0	0	0	0	0	0	0	0
3	5	0	0	0	0	0	0	0	0
4	5	6	0	0	0	0	0	0	0
5	5	6	0	0	0	0	0	0	0
6	5	6	7	0	0	0	0	0	0
7	5	6	7	0	0	0	0	0	0
8	5	6	7	6	0	0	0	0	0
9	5	6	7	6	0	0	0	0	0
10	5	6	7	6	5	0	0	0	0
11	5	6	7	6	5	0	0	0	0
12	5	6	7	6	5	6	0	0	0
13	5	6	7	6	5	6	0	0	0
14	5	6	7	6	5	6	5	0	0
15	5	6	7	6	5	6	5	0	0
16	5	6	7	6	5	6	5	3	0
17	5	6	7	6	5	6	5	3	0
18	5	6	7	6	5	6	5	3	2

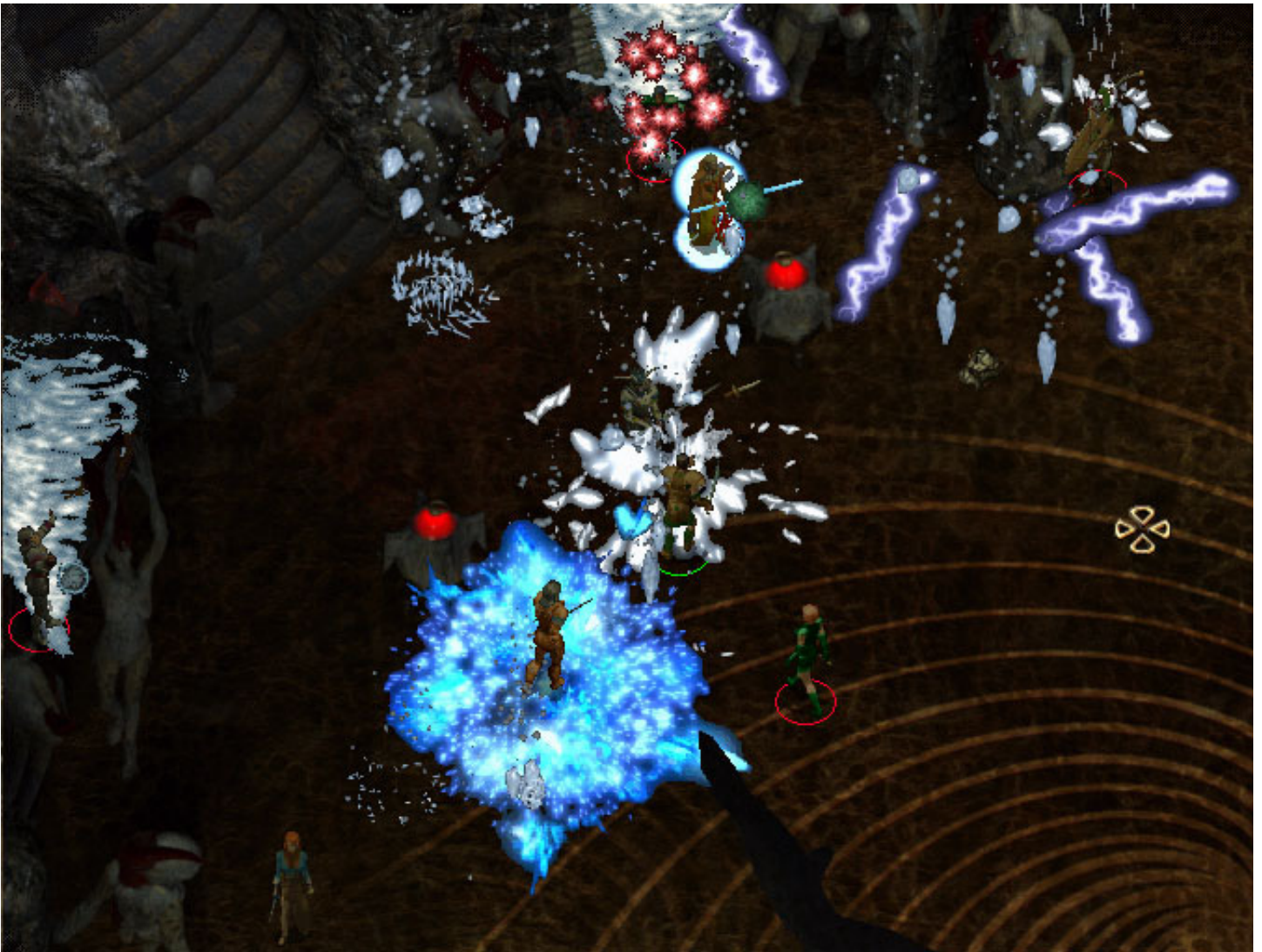
Table 5:
CALCULATED THAC0S

LVL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
	20	20	20	18	18	18	16	16	16	15	15	15	14	14	14	13	13	13	12	12	12	11	11

Quintessence Magic Gallery



Fiery Cataclysm



Torrential Cacophony



Essence of the Planes



Union of Magic



Arcane Futility