

# Evolving the Mad Evoker's Charm



## Mad Evoker's Charm

Due to the increase in the availability of hit-point-increasing tokens for all characters, including wizards\*, we updated the MAD EVOKER'S CHARM token as shown above. To help with the transition, the minimum 20 Intelligence requirement has been eliminated. This change frees up the Head slot (HAT OF INTELLECT) for many wizards. When wizards wish to use the MAD EVOKER'S CHARM effect, their current HP must be at least 26 when they activate the power.

Wizards who possess a STARHIDE ROBE or ARON'S SUNHIDE ROBE will still have a use for their high Intelligence. More info to come.

*Note:* Because the original MEC damage effect will remain in play, Wizard cards will not be getting re-designed until all class cards are updated. This should be in the next year or so.

\*As of 2020, there are 68 wizard-usable tokens in 15 different slots that increase max HP.

## Mage Medallion

In addition to the MAD EVOKER'S CHARM ability, once per round a MAGE MEDALLION allows a wizard to modify a spell (not a scroll, special power/ability, or magic item) with one or more of the Mage Power effects listed below. Wizards can only use a specific MP once per room, but they can use up to four different MPs in a room. The four selected MPs can be used on one to four spells. One could cast four MPs on a single spell, two MPs on two spells, or any combination of one through four MPs on one through four spells the caster desires, but no more than one spell per round can be modified in this manner.

Mage Power modifications may, if desired, be used on a spell whose damage was boosted by the MAD EVOKER'S CHARM effect. The use of any MP effect(s) requires the wizard to expend their Free Action for that round but, modifying a single spell with more than one MP only requires a single Free

Action. Each MP used requires the wizard to sacrifice 5 HP before casting the modified spell. This sacrifice is an Instant Action. E.g., using three MPs on one spell requires a single 15 HP sacrifice. Wizards can never die from MP usage as they currently must have at least one more hit point than the total hit points lost to the MP(s) used on a spell. The HP sacrifice is a cost that must be paid before the modified spell is cast. As the talking skull says, "Dead wizards cast no spells!" Wizards able to cast more than one spell in a round may only use MP(s) on one of those spells. However, they could use the MEC ability on one spell and an MP on a different spell.

## Mage Powers

- **Alter:** Allows the caster to change the damage type of any spell to Cold, Fire, or Shock. E.g., a *fireball* spell could be made to deal Cold damage instead of Fire damage.
- **Fork:** Causes a single target damage spell to affect one additional target. Both targets are dealt the same damage, including all bonus damage modifiers the initial target was subjected to. This MP may only be used on spells which cause HP damage. If a spell causes HP damage and has a secondary, non-HP-damage inflicting effect, the spell cannot be *forked*. E.g., if there were a spell dealt 20 Cold damage and caused the character to be Stunned, that spell could not be *forked*.
- **Intensify:** An *intensified* spell reduces the target's Spell Resistance to 25%, but only for the *intensified* spell. This power does not affect any other spells cast by the wizard nor other characters' spells. Note: *Intensify* reduces the target's SR **to** 25%, not **by** 25%. Thus, if the target had SR of 25% or less, using this ability would be ill-advised.
- **Quicken:** Allows the modified spell to be cast as an Instant Action—but only during the wizard's turn. This leaves the wizard a Standard Action to do other tasks like cast another spell, activate a magic item, or make a physical attack.
- **Sharpen:** The spell modified by this MP can crit on a natural "18–20". It may only be used on a spell that requires a to hit slide. This power must be announced before the player performs the affected spell's attack slide.



## Ashenne's Arch-Mage Medallion

In addition to the MAD EVOKER'S CHARM ability, once per round an ASHENNE'S ARCH-MAGE MEDALLION allows a wizard to modify a spell (not a scroll, special power/ability, or magic item) with one or more of the Arch-Mage Power effects listed below and/or with any Mage Power effected listed on the previous page. The six selected AMP/MP can be used on one to six spells. One could cast six AMP/MPs on a single spell, two AMP/MPs on three spells, or any combination of one through six AMP/MPs on one through six spells the caster desires, but no more than one spell per round can be modified in this manner.

Arch-Mage Power/Mage Power modifications may, if desired, be used on a spell whose damage was boosted by the MAD EVOKER'S CHARM effect. The use of any AMP/MP effect(s) requires the wizard to expend their Free Action for that round but, modifying a single spell with more than one AMP/MP only requires a single Free Action. Each AMP/MP used requires the wizard to sacrifice 5 HP before casting the modified spell. This sacrifice is an Instant Action. E.g., using three AMP/MPs on one spell requires a single 15 HP sacrifice. Wizards can never die from AMP/MP usage as they currently must have at least one more hit point than the total hit points lost to the AMP/MP(s) used on a spell. The HP sacrifice is a cost that must be paid before the modified spell is cast. As the talking skull says, "Dead wizards cast no spells!" Wizards able to cast more than one spell in a round may only use AMP/MP(s) on one of those spells. However, they could use the MEC ability on one spell and an AMP/MP on a different spell.

## Arch-Mage Powers

- **Absorb:** As an Instant Action, the wizard can reduce the amount of a single Melee, Missile or Spell attack during a monster's turn by sacrificing one use of any 1<sup>st</sup>–3<sup>rd</sup> level spell. For every level of the sacrificed spell, the amount of damage is reduced by 25 hit points. I.e., sacrificing a 1<sup>st</sup>-level spell negates 25 damage, a 2<sup>nd</sup>-level spell negates 50 damage, and a 3<sup>rd</sup>-level spell negates 75 damage. Note that the usual 5 HP cost for using an Arch-Mage Power is deducted **after** the monster damage is reduced by this Arch-Mage Power. *Note: Absorb cannot be combined with conserve—the spell must be marked off your class card.*
- **Assure:** Allows the casting of a spell under conditions that would otherwise prevent spell casting. These conditions include being underwater, standing within a Silence magic effect, being Paralyzed or Held, or being within an anti-magic field. However, the Wizard's mind must be unaffected by the effect to use this Arch-Mage Power. Mind-affecting effects include, but are not limited to: Charm, Confusion, Daze, Fear, Feeblemind, Petrified, Sleep, Stun, Unconscious, or any effect which prevents mental actions that is not specifically bypassed in the first part of this description (e.g., Held).
- **Boost:** Wizards may channel the base damage of a spell into the base damage of an ally's Melee or Missile attack. The wizard has the option to include bonus MEC damage or just the base damage of the spell. If the spell has a skill check, that extra damage is also included (assuming the skill check was successful), but no other bonus damage can be channeled. If the targeted ally hits, the base damage of the spell, skill check bonus (if applicable and successful) and, if desired, the MEC damage, is added to the base damage result of the slid weapon. No other damage modifiers to Spell damage are included with the use of *boost*. Damage channeled by *boost* is not subject to Spell Resistance. If a channeled spell requires a slide, the spell's slide is assumed to have hit. However, the target ally is still required to perform an actual weapon attack slide.
- **Conserve:** Allows a spell to be cast without marking it off your class card.



# Examples

**Quicken:** For most wizards, *quicken* a spell is used to cast two spells in one round. But that's not the only option available to you. Anything that requires a Standard Action can be done the same round you cast a *boosted* spell. You could drink a potion, make an attack slide, use a wand, fiddle with the ropes that are binding an ally, or just contemplate the meaning of life.

**Quicken, Conserve, and Alter:** Can I use *quicken*, *conserve*, and *alter* on the same spell? Most definitely. ASHENNE'S ARCH-MAGE MEDALLION allows you to mix and match Mage Powers with Arch-Mage Powers. E.g., an elf wizard chooses to *quickly conserve* and *alter* a *magic missile* spell to "chill out" a monster. The resulting spell would be cast as an Instant Action, not marked off the character card, and deal Cold damage instead of Force.

**Magic Item Interaction:** Can Mage Powers be used in conjunction with other magic items? As long as the other magic item's usage doesn't conflict with the MP/AMP casting rules, you sure can. E.g., 2021's RING OF EXPERTISE lets the wearer cast a 0 or 1<sup>st</sup>-level without marking it off their class card. Other than *conserve* (which would be redundant), this could be combined with any other MP/AMP capable of modifying a 0 or 1<sup>st</sup>-level spell.

**Boost:** After reading the description for the Arch-Mage Power *boost*, you may be asking yourself, "Why don't I just cast the spell myself?" Good question! There are a number of possible reasons:

- The monster has high Spell Resistance. There's no point in casting a high-powered spell on a monster that will just shrug it off.
- You have someone in your group that's a very good slider. Sure, you could cast the spell and deal a nice chunk of damage, but if your teammate can score a crit, that damage chunk could be at least twice, possibly even three or four times as big! If the target ally's attack slide is a critical hit, all your channeled damage is included (as "base" damage) when the crit bonus is applied. E.g., a wizard channels *lightning storm* (20 Shock damage) into a melee attack made by a 5<sup>th</sup>-level dwarf fighter. The dwarf fighter slides a natural 20. In addition to all the damage the dwarf fighter's attack would have dealt on its own—before being modified by the crit—the attack deals +20 Shock damage from your channeling. Thus, your 20 point spell winds up dealing 60 damage because dwarf fighters do triple damage on natural 20 crits. In a similar scenario, if you had elected to use the MEC power on the channeled *lightning storm*, the base damage you added to the dwarf fighter's attack would be 40 Shock, thus netting a whopping 120 extra points of damage—in addition to the dwarf fighter's damage!

*Note:* As you know, when you double a double in TD, the net result is tripled not quadrupled. However, since *boost* adds to the **base** damage of the attack, it bypasses this restriction.