

STAFF OF THE MAGI (ARCHMAGE BASE LIST)

		Area of		
		Effect	Duration	Range
1.	Staff of the Apprentice	Staff	P	Touch
2.	Blank Staff	Staff	10min/lvl	Touch
3.	Mage Light	Staff	10min/lvl	Touch
4.	Lesser Mana Absorption	Staff	1 rnd/lvl	Touch
5.	Cracks Call	10' r	-	Touch
6.	Staff of the Journeyman	Staff	P	Touch
7.	Arcane Light	Staff	10min/lvl	Touch
8.	Charge Staff	Staff	1 rnd/lvl	Touch (100')
9.	Recall Staff	Staff	-	1 mile /lvl
10.	Retribution	V	-	V
11.	Staff of the Learned	Staff	P	Touch
12.	Greater Mana Absorption	Staff	1 rnd/lvl	Touch
13.	Eldritch Light	Staff	10min/lvl	Touch
14.	Whirlwind	20' radius	C	100'
15.	Fire Storm	20' radius	1 rnd/lvl	100'
16.	Staff of the Master	Staff	P	Touch
17.	Dismiss Door	1 Door	P	Touch
18.	No Passage	20' radius	1rnd/lvl	Touch
19.	Life Store	Staff	1 hour/lvl	Touch
20.	Grounding	Staff	1 rnd/lvl	Touch
25.	Staff of the Lord	Staff	P	Touch
30.	Mana Absorption True	Staff	1 rnd/lvl	Touch
50.	Staff of the Magi	Staff	P	Touch
75.	Soul Store	Staff	1 hour/lvl	Touch
100	Legendary Staff of the Magi	Staff	P	Touch

Note: Spells referring to Staff may be applied to any of the various Staves on this spell list. However, each Archmage may only have one such staff in existence at any one time and the spells on this list only affect his own staff.

1. **Staff of the Apprentice** (U) Allows the caster to create an enchanted staff. Caster must cast this spell once per day for one week to complete the staff. Any spell failure during this time will destroy the staff, requiring the caster to start over. Casting this spell takes one hour of concentration. Once completed the staff will become a power point battery that is able to store any power points the caster places into it and draw on them as he wishes to power his own spells. Other spell casters may place power points into the staff via the Power Projection skill or the Channeling skill, if the caster wishes. The Staff of the Apprentice may hold up to 1 power point per level of the caster. Additionally the staff gives the caster a +5 bonus to ESF, Directed Spells, Spell Mastery and Base Spell Casting.

If the staff is destroyed the caster suffers a penalty to all actions equal to 25 + the number of power points currently stored for 1-4 weeks.

2. **Blank Staff** (U) Caster causes his staff to appear non-magical to even the most powerful of detections. The staff appears to be so insignificant that no one will think it is anything more than a standard, wooden quarterstaff.

3. **Mage Light** (F) The tip of the staff glows at whatever intensity the caster desires, from barest glimmer to a bright light (illuminating a 50' radius).

4. **Lesser Mana Absorption** (U) The caster enchants his staff so that it will absorb incoming magical attacks directed at him (has no effect on existing spells or those with an area of effect), up to and including level 10 (has no effect on higher level spells).

The hostile spell must make a resistance roll using its own level versus the level of the caster, with no bonuses other than those inherent in certain spells. If the incoming spell succeeds the spell takes effect as normal, however if it fails the spell is negated and the power points are added to those in the staff.

If at any time these extra power points exceed the maximum the staff is allowed to hold, the incoming spell still fails but the caster will suffer a point blank (+30) Fire Bolt attack substituting Heat criticals with Stun criticals and secondary criticals with Essence. In these cases the Mana Absorption spell will also end.

5. **Cracks Call** (F) The caster slams his staff into the ground and causes any existing cracks within the radius to extend to their full limit.

6. **Staff of the Journeyman** (U) As *Staff of the Apprentice* except that this spell must be cast on an existing Staff of the Apprentice. The internal matrix can hold up to 2 power points per level and all bonuses become +10.

7. **Arcane Light** (F) The tip of the staff glows with a purple hue that casts very little light, but to those attuned to the Essence, it lights their way particularly well. Anyone attempting to use Power Perception (Sight) within a 50' radius of the staff, receives a +50 bonus. Additionally, if the caster touches the tip of a staff to any item, he can discern whether it is magical or not.

8. **Charge Staff** (F) The caster infuses his staff with raw magical energies. He may make attacks with the staff with a +10 OB modification which delivers additional Essence criticals of equal severity. At any time during the spell's duration, the caster may release these energies at a single target, attacking on the Fire Bolt table, substituting Heat criticals with Essence criticals. If the caster releases the energies in a bolt attack the spell durations ends.

9. **Recall Staff** (F) This spell instantly recalls the caster's staff to his outstretched hand.

10. **Retribution** (F) The caster purposefully destroys his staff by channeling energy into it. This is usually a last ditch effort for the caster as it will leave him drained and vulnerable. However, the devastating effect can serve to save the moment.

The caster is drained of all of his remaining power points and his staff is destroyed. The burst of Arcane energy from the destruction expands to a radius equal to the number of power points the staff currently has stored. Everyone within the radius of effect suffers from a Plasma ball attack with a bonus equal to the number of power points the staff currently has stored. Additionally, all spell casters within the area of effect suffer power point loss equal to the number of hit points suffered by the attack (not including criticals). The caster is not immune to this damage, in fact as he must be holding the staff at the time of destruction; he will suffer worse than others (+30 OB center of effect modifier).

11. **Staff of the Learned** (U) As *Staff of the Apprentice* except that this spell must be cast on an existing Staff of the Journeyman. The internal matrix can hold up to 3 power points per level and all bonuses become +15.

12. **Greater Mana Absorption** (U) As *Lesser Mana Absorption* except that spells of up to 20th level may be effected and any spells of level 10 or lower suffer a -20 RR modification.

13. **Eldritch Light** (F) The tip of the staff glows with a soft red hue that casts very little light, but the light seems to cling to those affected by illusions and invisibility magic. Anyone within the area of the light (50' radius) can easily identify invisible targets and those cloaked by illusion.

14. **Whirlwind** (E) Caster points his staff and a whirlwind begins to form. Anyone caught within the radius takes an A Impact critical (every round) and has his movement reduced by 80%. The caster may move the whirlwind at a rate of 10' per round. The mini tornado takes 1 round to form, so anyone within the radius when the spell is cast may make a maneuver roll to escape the whirlwind without taking damage; however, after that anyone within the radius will suffer the full effects.

15. **Firestorm** (E) Caster points his staff and causes small balls of flame to rain down upon the area. Anyone passing through or in the area takes a B Heat critical.

16. **Staff of the Master** (U) As *Staff of the Apprentice* except that this spell must be cast on an existing Staff of the Learned. The internal matrix can hold up to 4 power points per level and all bonuses become +20.

17. **Dismiss Door** (F) The caster taps his staff against any closed door (magical doors get a RR) and causes it to explode in a direction away from him. Anyone standing within 10' of the exploding door's path must make a RR or suffer an A Shrapnel critical. The door is effectively destroyed.

18. **No Passage** (F) the caster creates a magical field around his staff through which no creature may approach. No creature may take a step towards the staff (no RR), or use any means of travel whatsoever if it results in approaching. Those within the area of effect at the time of casting (with the exception of the caster, who remains unaffected so long as he holds the staff), are not forced away, but they may not attempt to get any closer than they were. Spells (other than those that would result in travel, e.g., Long Door) and attacks may still affect the caster.

19. **Life Store** (U) The caster temporarily stores his own Life Essence Levels within his staff (casters choice on how many are stored). So long as the caster is in physical contact with his staff, he may function normally, however if he does lose contact he is effectively drained of those Life essence levels until he regains contact or cancels the spell. While the Life Essence Levels are stored in this way, they are safe from harm (unless the staff is destroyed).

20. **Grounding** (F) While this spell is active, the caster holds the end of his staff to the ground and channels any unwanted power points to safety, effectively creating a safety barrier when absorbing power from hostile spells.

25. **Staff of the Lord** (U) As *Staff of the Apprentice* except that this spell must be cast on an existing Staff of the Master. The internal matrix can hold up to 5 power points per level and all bonuses become +25.

30. **Mana Absorption True** (F) As *Lesser Mana Absorption* except that spells of any level may be affected and any spells of level 10 or lower are automatically absorbed (no RR) and spells of levels 11 to 20 suffer a -20 RR modification.

50. **Staff of the Magi** (U) As *Staff of the Apprentice* except that this spell must be cast on an existing Staff of the Lord. The internal matrix can hold up to 6 power points per level and all bonuses become +35.

75. **Soul Store** (U) The caster temporarily stores his own soul within his staff. So long as the caster is in physical contact with his staff, he may function normally, however if he does lose contact he is effectively comatose until he regains contact or cancels the spell. While the soul is stored in this way, it is safe from harm (unless the staff is destroyed).

100. **Legendary Staff of the Magi** (U) As *Staff of the Apprentice* except that this spell must be cast on an existing Staff of the Magi. The internal matrix can hold up to 10 power points per level and all bonuses become +1 per level.