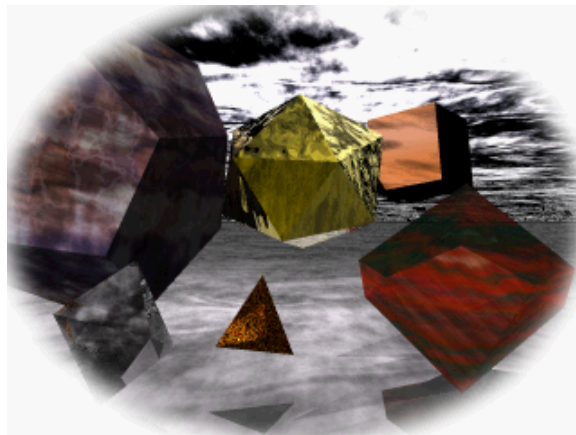




# Taelgar 5th Edition Manual Book 1: Rules



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## INTRODUCTION

*Through time and space they come, the masters of chaos whose name is Chaos incarnate. The Torgan make their way to answer the summons of the two great powers in need. When they arrive, they see Thanata, goddess of Death, and Astraes, goddess of Decay.*

*From this day on, Taelgar will be immersed in darkness, or will it? That is for you to decide. Welcome brave heroes, to a land wrought of strife, blood, and the sweat of those who came before. Welcome to Taelgar.*

*The 5th Edition of Taelgar has many minor changes, and a few greater ones as you can already tell after having looked at the maps. The Starfall has created great changes in the world. The land is different, the time line has been updated, and we are now in a new era of gallant knights, powerful sorcerer womanhood brave peasants.*

*You will also find that many of the deities that once rule over these wracked lands are now gone. The Torgan managed to destroy several of them, and they committed fratricide as well.*

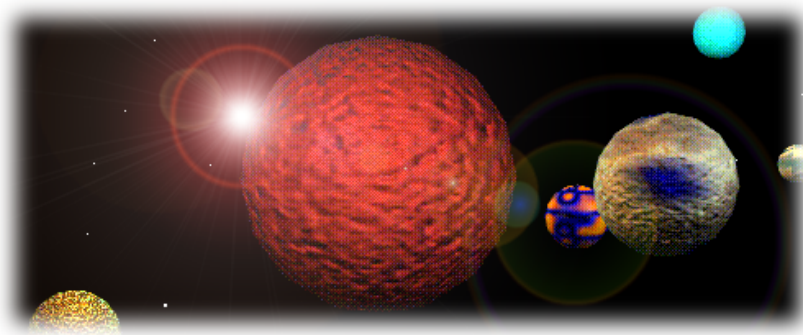
*Among all these changes, you will find new opportunities for adventure, and that is what the game's about, isn't it?*

*So come now, brave souls, join me in the ultimate adventure.*

Taelgar is a world of powerful magics, strong warriors, and pious priests. The world itself is much like our own, set a few ages ago. Various lands in Taelgar are of different technological levels. You will soon come to know one land intimately.

Tamara is where the majority of this first book takes place. Future references will detail other lands further.

Inside this reference, you will find information on the various races, classes, and spells that make up the world of Taelgar. Enjoy.



# TÆLGAR GUIDE BOOK

The Taelgar Guidebook contains information needed by players and game masters alike in order to play a Taelgarian campaign. Below is the table of contents for this new realm.

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## TÆLGAR RACES



Taelgarian races have slightly limited advancement, but any race can reach 20th level and beyond with some perseverance. Once a race

reaches its racial limit, it takes 25% more experience points for the race to gain the next level (in other words, add 25% to the normal experience total needed to advance).

This is a suitable substitute for racial limitations. The game master may decide that he or she does not wish the races to advance further. Who's to tell the game master that he or she is wrong?

The races of Taelgar have evolved over the years into highly intelligent beings. Key Taelgar character races are humans, elves, dwarves, minwan, herish, minotaurs, and draanigs. Other acceptable races are humanoids, game master permitting.

**Table 1: Taelgar Races and Level Limits**

Race	Class Allowed	Level Limit	Size
Snow Elf	Fighter	12	M
	Ranger	8	
	Priest	15	
	Thief	Unlim	
Hobbit	Fighter	10	S
	Priest	12	
	Thief	8	
	Bard	10	
Minotaur	Fighter	Unlim	L
	Paladin	13	
	Priest	8	
Draanig	Fighter	12	S
	Ranger	8	
	Thief	9	
	Mage	Unlim	
	Priest	10	

**Table 2: Age and Height**

Race	Min Age <sup>a</sup>	Max Age <sup>b</sup>	Min Ht	Max Ht
Snow Elf	70	<sup>c</sup>	4'9"	5'11"
Hobbit	30	312	3'2"	3'8"
Minotaur	35	172	7'0"	9'3"
Draanig	12	70	3'6"	4'6"

- a. Minimum Adventuring Age
- b. Retiring Age
- c. The elves of Taelgar are virtually immortal, but not impervious to disease, or unnatural death. Once they reach 1,000 years of age, they leave the realms of man for a better place.

## Humans

There are several races of humans on Taelgar. Below are a list of the most widely known in Tamara (the kingdom featured in the World Book).

**Tamarans:** The majority of the humans in Tamara are the commoners. These humans may be any size, shape, color, or of any heritage other than the ones listed below. Their common tongue is known as Tamaran.

**Rauwie:** These humans are wandering nomads that roam the realms of Tamara and other kingdoms. They originated in a land known as Rastoria, one of the kingdoms that fell in the last Starfall. These people dress in gaudy colors and are often celebrating some event only known to them.

The Rauwie are a dying race, due to the last Torgan raid which almost ended in the disastrous destruction of the world. They are wary of the other races, but often allow other humans into their traveling camps with open arms, so long as the humans have crowns to spend on the fortune telling and hand readings.

Rauwie have a +1 to Charisma and Dexterity, but suffer a -1 to Strength.

**Shir'ta:** These proud barbarians roam the forested reaches of the Kiergar Mountains, hunting and fishing for a living. They have only one enemy, the Jhun. The Shir'ta are normally peaceful, but they are natural born warriors and often make the sword their weapon of choice.

Shir'ta gain a +1 to Strength and Constitution, but suffer a -1 to Intelligence and Charisma. They have the ability to conceal themselves when in their natural surroundings (woody, mountainous terrain).

The **Ki'Arum** died off during the Torgan

horde's invasion of Tamara.

**Jhun:** The Jhun are a race of cruel barbaric humans that relish in the destruction of other races. They believe in ancient gods of death, war, destruction, decay, and chaos. They are not allowed as player characters since they aligned themselves with the vicious Torgan.

The Jhun normally are seen with their bodies painted in dark colors, often blue and black. They bear a standard of a cracked winged skull on a black border and beat drums made of human flesh.

## Dwarves

The Taelgarian Dwarves follow the AD&D 2nd Edition Player's Handbook and Complete Handbook of Dwarves. The only four dwarven races available on Taelgar are the Mountain, Hill, Duergar, and Surface Dwarves.

## Minwan

The Minwan are the race of Halflings on Taelgar. They follow the normal AD&D rules (including Complete Handbook of Gnomes and Halflings). The Minwan are a long-lived race that include the Stout, Tallfellow, and Hobbit races.

Hobbits are fun-loving, short plump Halflings. They generally have hair covering only their heads and faces (for males). They are expert thieves and fun-loving companions. Hobbits tend to be more careful of danger than their cousins and will generally watch where they step before they step there.

Hobbits stand about three and a half feet tall, are rather plump, and love to smoke pipe tobac (an herb grown in Tamara). The males generally like to keep their hair rather curly, and the females in braids. A hobbit female is normally

a wonderful cook and loves to test new dishes out on her companions.

Hobbits gain a +1 to Constitution and Wisdom and generally make good fighters and priests. They have a -1 penalty to Dexterity and Intelligence.

## Herish

The Herish represent the gnomes of Taelgar. They are similar to Hobbits, but live in the mountains instead of the hill lands. The Herish tend to keep to themselves, only venturing out when in great danger.

Tales speak of great hordes of gems and magical treasures hidden deep away in the home of the Herish.

The Herish follow standard AD&D rules.

## Elves

The elven races of Taelgar generally follow the AD&D(tm) 2nd Edition game rules as noted in the Complete Player's Guide to Elves. Among the races mentioned in there (other than Athasian which are not allowed at all), the Snow Elf is also available as a player race. The Drow Elves are split into two sub-races, both of which will be explained below.

**Snow Elves:** The frigid plains of Phrygia is the home of the snow elf. Here the creatures of the cold fight for survival against anything or anyone. The snow elves are entirely seclusive, rarely traveling with, much less befriending, another elf or humanoid race.

The Snow Elves have pale white skin with silver or white hair. Their eyes range from light blue, sea foam green, violet, to black.

The Snow Elves make saves against cold of

any nature at +2.

Snow elves have a +1 to Dexterity and Constitution, they suffer a -2 to Wisdom and a -1 to Charisma due to their sad disposition.

**Drow Elves:** There are two subraces of the Drow Elf. The Minai Drow and Horai Drow. The Drow of Taelgar have ultra vision up to 90'.

The *Minai* are known as the dark elves of Taelgar. These drow live deep under the surface of the realms of men and are known to worship Lolth, the Spider Queen.

The Minai have black skin and either silver or black hair. Their eyes are either crimson red or midnight blue.

Minai have a +1 to Strength and Intelligence, but lose 2 from Charisma.

The *Horai* Drow are commonly known as the Surface Drow. These normally good beings live in the lower reaches of the mountains of Taelgar. Sunlight does not affect them as it does their Minai cousins. Because of this, they have little use for some of the powers their sister race knows. They have no innate spell-like abilities.

The Horai Drow are generally a good and noble race, unlike their brothers. They generally have grey to steel black skin and their eyes are normally cold blue or black.

Horai have a +1 to Dexterity and Intelligence, but suffer a -1 to Wisdom and Strength.

**Other Elves:** All in the Complete Handbook of Elves are permissible except the Athasian varieties.

## Minotaurs

The cold, barren plains of Phrygia house more than just the snow elves and remorhaz. This is home to a race of half-bull, half-man creatures. The minotaurs of Phrygia stand from 7' to 8' tall. They have fur around their necks that is usually dusty white in color. The minotaurs skin is usually a pale gray. The creatures have horns on their heads that range from 9" long each side to 24".

The minotaur can either attack with a weapon or with their natural attacks. The minotaur can gore for 1d8 points of damage, claw for 1d3 points of damage for each hand, and bite for 1d6 points of damage.

The Phrygian Minotaur gains a +1 to all saves vs. cold and has no problem dealing with the arctic climate of the North (treat as Highly Prepared).

Phrygian Minotaurs, like the minotaurs of Greek Mythology, have a good sense of direction. They have a base 15% chance of never getting lost in a wilderness, subterranean area, or labyrinth. This chance may be increased by 5% every level.

Phrygian Minotaurs gain a +3 to Strength and a +2 to Constitution. They suffer a -1 penalty to Intelligence and Wisdom and a -3 to Charisma.

## Draanig

The Draanig are a race of short (around 3'5" tall) winged lizard men. The Draanig, being vegetarians, are found in the woody areas of Taelgar. They are highly sought after for their ever-changing skin colors. The Draanig's skin color reflects the mood that the creature is in at the time.

**Table 3: Draanig Moods and Skin Tones**

Skin Tone	Mood
Red	Angry
Black	Sad
Green	Passive
Brown	Hungry
Purple	Embarrassed
Blue	Emotionally or Physically in Pain
Yellow	Mischievous

The Draanig cannot become multi-classed because of the intense training they must spend on any one profession. Once a Draanig chooses it's life's work, they may never change.

The Draanig need not wear armor due to their naturally tough hide (AC: 5). They have four natural attacks that can be used as long as they hold no weapon in their hand. These attacks are: Claw/Claw/Bite/Tail Whip.

The Draanig's sharp claws inflict 1d3 points of damage each. Their multi-rowed teeth can inflict 1d6 points of damage at young ages, and at older (60 and up), they do 1d8. The Draanig's tough prehensile tail can deliver 1d2+1 points of damage to a target.

The Draanig fly with a Maneuverability Class of B and can move 18" per round.

Draanig ability modifications are as follows: +1 Str, +1 Con, -1 Dex, -1 Cha.



## Taelgar Classes



Taelgar boasts several new classes specific to this wondrous world of might and magic. These classes, explained below, include the Phoenix Knight, the Guardian, and the Al'Coran. There are also many changes to the Mage

class. *Note: The Guardian and Al'Coran are gender specific classes. Bardic changes are reflected in the Book of Magic.*

### Phoenix Knight

Minimum Abilities: Str 12, Int 10, Cha 15  
Races Allowed: Human, Half-Elf (Grey), Grey Elf

The Phoenix Knight is a subclass of the warrior and uses the same tables for saving throws and THACO.

The Phoenix Knights are loyal to their respective kingdoms and serve their lords well. All Phoenix Knights follow a rigorous code of moral justice, such as the [Code of Chivalry](#).

The Phoenix Knights are split into different circles or orders. A knight may advance as high as 17th level unhindered. There are three special ranks above that which belongs to a single Phoenix Knight.

The three ranks are Silver Knight, Gold Knight, and Platinum Knight.

The Phoenix Knight: Only the most courageous and noble knights ever attain the rank of Phoenix Knight. It takes more than experience to attain Phoenix Knight status. A knight must petition his or her lord for admittance into this unique array of knights. If accepted, the knight must perform various and rigorous quests to prove is his/her worth. If he/she fails in any of these, the knight may never attain

level 15, or Phoenix Knight.

All knights may use any type of sword as a weapon, but after second level, they must choose a single sword as their weapon of choice. Once a knight has a weapon of choice, he/she gains a +1 to hit and +2 to damage with it. All knights, at first level, must spend at least one proficiency slot on a lance.

At third level, the knight must spend an additional proficiency slot on his Weapon of Choice to show training in hat weapon. A knight also gains a +2 to hit with his lance at this time.

At fifth level, the Phoenix Knight begins to gain magical power. They cast the number of spells per day as in the chart above, but they cast them as a mage of two levels lower.

Example: A 5th level Phoenix Knight would cast Magic Missile as a 3rd level Mage for damage.

Knights may never use any type of ranged weapon other than spells if they are of high enough level to cast. Knights gain a +1 to hit against any evil dragon or dragon-kin. Knights **MUST** be lawful, although they can be good, neutral, or evil.

A Knight will donate 10% of all money and treasure to their lords as a show of fealty. Finally, a Phoenix Knight must obey a set of rules or guidelines, much like the Code of Chivalry earlier.

**Table 4: Phoenix Knight Level Advancement**

Level	XP	Order	Hit Dice d12	Spells
1	0	Page	1	-----
2	2,500	Squire	2	-----
3	5,000	Onyx	3	-----
4	10,000	Onyx	4	-----
5	20,000	Sapphire	5	1-----
6	40,000	Sapphire	6	2-----
7	80,000	Sapphire	7	21-----
8	160,000	Emerald	8	22-----
9	320,000	Emerald	9	321----
10 <sup>a</sup>	640,000	Emerald	10	322----
11	900,000	Emerald	+4	4221--
12	1,600,000	Emerald	+8	5322--
13	1,900,000	Diamond	+12	54321-
14	2,200,000	Diamond	+16	55432-
15	2,650,000	Phoenix	+20	55543-
16	3,000,000	Phoenix	+24	55554-
17	3,350,000	Phoenix	+28	55555-
18	3,750,000	Silver	+32	555551
19	4,125,000	Gold	+34	555552
20	4,600,000	Platinum	+36	555553

a. After 10th Level, Phoenix Knights gain 4 Hit Points per level

## Code of Chivalry

*Noble service cheerfully rendered*  
*Defense of any charge unto death*  
*Courage and enterprise in obedience to rule*  
*Respect for all peers and those equal*  
*Honor to all above thee*  
*Obedience and respect to all beneath thee*  
*Scorn for those who art lowly and ignoble*  
*Military prowess exercised in service to thine lord*  
*Courtesy to all ladies (or lords)*  
*War is the flowering of chivalry*  
*Battle is the test of manhood (or womanhood)*  
*Combat is thine glory*  
*Personal glory above all battle*  
*Death to all who oppose thee*  
*Death before dishonor!*



## Al'Coran

Minimum Abilities: Int 12, Wis 12, Con 12  
Races Allowed: Human (non-barbaric), Half-Elf (Drow, Grey, High)

The Al'Coran are those who are born with a special talent for manipulating the elements. They are attuned one particular element, but may manipulate some of the others as well.

The Al'Coran are always female and seem to never age outwardly, though on the inside, they grow old and eventually die. Their features always remain smooth and as they age, their outward beauty grows.

The Al'Coran originated in the lands once known as Rastoria and spread throughout Taelgar rather quickly. They can be found in any kingdom or land of Taelgar. They have a fortress located south of Tamara where the acolytes must go to train. The acolytes are found by the Keeper of the Elements and brought to this iron fortress known as Ar'Nasira.

Every now and then, an Al'Coran will spring up with the ability to attune to more than one element. The element directly opposite the one the Al'Coran is attuned to cannot be manipulated by them. This is but one of the prices paid for becoming an Al'Coran.

The Al'Coran can only cast spells if they have enough Power to do so. Power is based on Intelligence, Wisdom, and Constitution. An Al'Coran gains Power as she goes up in level.

Half-Elven Al'Coran may not be multi-classed due to the rigorous and in depth training it takes to become a Mistress of an Element.

Al'Coran must be good in alignment. They must never use their powers against good and regret using them against vicious neutral crea-

tures. Against the evil of Taelgar, they have no qualms.

The Al'Coran cannot wear armor and can only use a short sword, dagger, or staff for a weapon. When not in Ar'Nasira, the Al'Coran cannot have more items than she can carry. The Al'Coran must be female.

It is said that only a woman can channel the raw elemental energies of the Weave in such a manner. There has never been a male Al'Coran in recorded history.

Starting at Third Level, the Al'Coran may heal 2 hit points per day per level as an innate ability.

At Sixth Level, an Al'Coran that has a Guardian may transfer the Guardian's Hit Points for Power Points at the rate of 5 HP - 1 PP. The Guardian must be willing to part with the Hit Points before the draining begins.



**Table 5: Al'Coran Types**

Percentile	Type
01-20	Fire
21-40	Water
41-60	Air
61-80	Earth
81-86	Water and Air
87-92	Fire and Earth
93-96	Water and Earth
97-99	Fire and Air
100	Spirit <sup>a</sup>

a. Al'Coran has access to all elements

**Table 6: Effects of Charisma by Age**

Age	Charisma Bonus
17-25	None
26-35	+1
36-45	+2
46-55	+3
56-65	+4
66+	+5

**Table 7: Ability Score Elemental Point Bonuses**

Score	Points
12-13	1
14-15	2
16	3
17	4
18-19	5
20-21	6
22-23	7
24	8

Power Points are added together to make the total Base Power of an Al'Coran. As an Al'Coran gains levels, she gets an additional 1d10 Power Points. The abilities used to determine Power are Intelligence, Wisdom, and Constitution.

**Table 8: Al'Coran Experience Points**

Level	XP	Title
1	0	Acolyte
2	2,500	Acolyte
3	5,000	Acolyte
4	10,000	Novitiate
5	20,000	Novitiate
6	40,000	Novitiate
7	60,000	Sister
8	80,000	Sister
9	140,000	Sister
10	200,000	Coran
11	250,000	Coran
12	450,000	Coran of Element
13	900,000	Coran of Element
14	1,250,000	Coran of Element
15	1,750,000	Coran of Element
16	2,500,000	Coran of Element
17	3,000,000	Keeper of Element
18	3,400,000	Keeper of Element
19	3,800,000	Keeper of Element
20	4,000,000	Grand Mother

17th level is the highest an Al'Coran may proceed unhindered. There is only one Keeper of the Elements in all of Taelgar. If a Keeper of one of the elements wishes to attain 18th level, she must find the Keeper of the Elements and challenge her to a non-deadly duel. If the Keeper of the Element wins, the Keeper of the Elements loses one level.

## Guardian

Minimum Abilities: Str: 15, Con: 12 Wis: 12  
Races Allowed: Human, Half-Elf (High, Grey)

In a world of high magic, there exists one who is set aside from this existence. The Guardians were created to guard over the heroines in Ar'Nasira. Each Guardian is prepared from birth for his lifelong job of protecting an Al'Coran. The Guardians, like the Al'Coran, are trained in the fortress city of Ar'Nasira. They are bred to withstand their Al'Coran's tempers, and to obey her whenever physically possible.

Guardians use the same Experience Table as Rangers in the AD&D 2nd Edition Player's Handbook. Guardians gain the Etiquette proficiency at first level.

Guardians may wear any armor, and become proficient in any melee weapons. Guardians will not use missile or thrown weapons in combat, but are unrestricted while hunting. A Guardian must spend one of his first four Weapon Proficiencies on the Short Sword, since it his job to train the Al'Coran in that weapon.

Guardians will not use shields or secondary weapons in combat. Their training is always in a single weapon.

A Guardian character can only progress to level 3 without an Al'Coran. If he progresses to this level, he must find an Al'Coran or give up his class status and advance from then on as a fighter. A Guardian that loses his Al'Coran, provided he is over 3rd level, may continue to advance as a Guardian without seeking another Al'Coran.

Guardian's may specialize in a single sword

and may advance as far as High Mastery in that weapon.

Guardians have the ability to Move Silently. The base chance is 15% plus 5% per level.

Guardians have exceptional endurance and fortitude. They need not sleep each night. Guardians require sleep every other night, though if they use this skill, they must sleep for ten hours, else they begin to fatigue like any other character.

**Guardian Will:** Because of the awesome will and purpose bred into a Guardian, he is immune to fear in combat as long as he is defending an Al'Coran.

**Guardian Fear:** Because of the Guardian's skill in sword forms and their general reputations, a Guardian can menace a group of opponents and inspire fear provided the opponent's Hit Dice do not exceed the Guardian's level. The opponent's get a Save vs. Fear, but it is modified by -1 for every 4 levels of experience the Guardian has attained.

Guardians may use magical items from the following categories: Potions, Rings, Armor, Weapons, Miscellaneous, Cloaks, and Boots.

**Bonding:** A Guardian who is bonded to an Al'Coran benefits from special skills, related to his Guardian-Status. Bonding is not automatic. The Guardian and Al'Coran must go through a special ceremony held in Ar'Nasira in order for the Bonding to be complete.

If a bond is every broken, by magical means or by death of the Al'Coran, the Guardian must immediately Save vs. Death. If the save is failed, the Guardian is stunned and can do nothing for 3d3+2 turns and loses half of his current hit points. If the save is made, the Guardian is stunned for 2d2 rounds and loses 25% of currently hit points.

**First Level:**

*Transference:* Using this skill, a Guardian can transfer his hit points to his Al'Coran. This transfer occurs at a rate of 4 to 1. For every 4 points a Guardian transfers, the Al'Coran receives 1.

*Mental Bond:* The Guardian will know the general state and direction of his Al'Coran charge.

**Third Level:**

*Magic Detection:* Because of his close relationship with his Al'Coran, the Guardian becomes attuned with Magic and can detect it by sight 3 times per day.

**Fifth Level:**

*Mental Rapport:* The Guardian can sense the emotional state of his Al'Coran. By concentrating they can also communicate mind-to-mind. Either may break the rapport and block transfer as well.

**Seventh Level:**

*Improved Transference:* The rate of Transfer lowers to 3:1.

**Ninth Level:**

*Sixth Sense:* The Guardian develops a sixth sense from protecting the Al'Coran. He has a 20% chance of sensing an approaching attack against himself or his Al'Coran even from hidden and invisible creatures. This skill increases by 3% per level PAST level 9.

*Resistance:* Because of their constant contact with the Al'Coran and her magic, Guardians begin to develop a magic resistance against the same spells as his Al'Coran. The resistance is 2% per level.

**Guardian Items:** If a Guardian performs an exceptional task, he will sometimes be awarded with a Guardian Item.

If a Guardian Item is ever found, it must be returned to Ar'Nasira. Many times, the finding Guardian will be allowed to keep the item. Only Guardians may use Guardian Items. Guardians rarely use any other form of magical item if they have access to such a wondrous thing.

A Guardian may NEVER possess more than 3 Guardian items. He will never carry more items or wealth than he can carry. All excess monies and items must be sent to the Ar'Nasiran armory.

A Guardian will never own more than 1 magical sword and 1 set of magical armor. A Guardian is not permitted to own more than 5 magical items, total. Any other magical items will be sent to Ar'Nasira.

Guardians must be aligned Lawful Good.

## Wizards

Magic on Taelgar is possible due to the effects of the electro-magnetic storm that continuously circles the planet. This storm, known as the Weave, provides a select few individuals with a very special gift, the art of magic.

The Weave is a never-ending storm held captive by the gravity of the huge planet. This storm spins and moves counter to that of the planet's rotation. This creates areas of Wild and Null Magic. These areas, which are very rare, provide for times when magic cannot be counted on. There are other factors involved in the manipulation of the Weave that are far too mysterious to be discussed here.

Those few that are born with the gift of magic

eventually learn the languages of what they have studied. The three major languages of magic are: Arcana, Arcanium, and Magicka. Magicka has been lost since the last Starfall, and cannot be chosen as a Mage Language. Scrolls written in Arcana cannot be read by a mage who only knows Arcanium and vice versa. These three ancient languages involve intricate somatic and verbal components. Without the Weave, these languages become meaningless gibberish.

During the Torgan Invasion, the Weave fell apart and magic was lost to the world for a limited time. The Weave was restored through a Higher Rite spoken by the Grand Council of Wizards.

The few who are gifted with the knowledge and intricate patterns of magic are often sought after by the Grand Conclave of Wizards. A fledgling wizard is rarely noticed, but once those fledglings show signs of true power (around 2nd or 3rd level), they must go before the Conclave and declare their Circle. Any novice wizard that does not declare a Circle by the time he or she reaches 4th level is declared a Rogue and is hunted down. All Player Character mages must belong to a Circle of Power.

There are fourteen Circles of Power (also known as Schools of Magic). A wizard must specialize in one of these schools and follow it's principles. Any wizard who does not belong to one of these Circles is considered a Rogue. Rogue Mage's life spans are relatively short in the world of Taelgar. Listed below are the fourteen Circles of Power and a short description of each.

*Sorcerers* - Masters of deceit and trickery, illusionists use spells that trick the mind to accomplish their goals.

*Transmuters* - Transmuters live to change and alter things.

*Diviners* - These wizards use spells to glean knowledge.

*Invokers* - Invokers are known to create things through their magic.

*Necromancers* - These mages study life and death through their spells.

*Abjurers* - Abjurers use their magic to provide protection to themselves and others.

*Conjurers* - Conjurers bring items and creatures from other places such as the outer planes.

*Enchanters* - Enchanters try to change the way others look upon him/her through his/her spells.

*Chaosmages* - Chaosmages are those that attempt to control the energies of chaos.

*Pyromancers* - These wizards invest their time in fire-based spells.

*Geomancers* - These wizards invest their time in earth-based spells.

*Aquamages* - These wizards invest their time in water-based spells.

*Ozomancers* - These wizards invest their time in air-based spells.

*Metamages* - Metamages use their powers to affect other magical spells and items.

Each circle has a test that is given to novice wizards before they may enter their ranks. The Circles of Power are divided into several different ranks. Listed below are the ranks according to level.

**Table 9: Mage Ranks**

Level	Rank	Quest?	Rings
1	Initiate	No	0
2	Initiate	No	0
3	Ninth Circle	No	1
4	Ninth Circle	No	1
5	Eighth Circle	No	2
6	Eighth Circle	No	2
7	Seventh Circle	No	3
8	Seventh Circle	No	3
9	Sixth Circle	Yes	4
10	Sixth Circle	No	4
11	Fifth Circle	No	5
12	Fifth Circle	No	5
13	Fourth Circle	Yes	6
14	Fourth Circle	No	6
15	Third Circle	No	7
16	Third Circle	No	7
17	Third Circle	No	7
18	Second Circle	Yes	8
19	Second Circle	No	8
20	First Circle	Yes	9
25 <sup>a</sup>	Inner Circle	Special	Special

a. Grand Master

For a wizard to obtain the next higher circle (except Inner Circle) he/she must petition the High Council (composed of Inner Circle Wizards) and explain his/her deeds in detail. Then, he/she may have to complete a quest according to the list above. If the wizard completes the quest, he/she is granted the status of that Circle. These Circles are not the same as the Circles of Power discussed earlier. The rings a wizard wears are golden and are positioned above the right breast on his/her robes of station. The robes of station are granted once the wizard enters the Ninth Circle.

Wizards of the First Circle attempting to enter the Inner Circle are put through a series of rigorous tests that last between a week and one month. These tests are designed to weed out the weaker who have made it through the First Circle.

At certain levels, wizards earn the right to a title. At first level, they are Mages. At ninth, they are Wizards and at 18th, they become Archmages. Any wizard surviving long enough to make it to 30th level are Grand Masters.

The High Council consists of the most prestigious and talented Inner Circle members, one from each Circle of Power.

Talynx Maer is currently the High Councilman in charge of the High Council. He is rarely seen outside of his hidden fortress, Cragenmoor. The High Council meets four times each year in the Twin Towers of Darkholm. It is here that Initiates are passed into the Ninth Circle.

Wizards must appear in Darkholm for a Conclave once every other year. If they miss too many of these meetings, it could be very hard for them to attain the next circle.

The wizards wear any clothing they wish except when appearing in Conclave or Council. Their ceremonial robes are black, with a particular sash detailing their Circle of Power. The sashes are as follows:

Green - Abjuration  
 Yellow - Alteration  
 Gold - Invocation/Evocation  
 Silver - Sorcery  
 Grey - Conjunction/Summoning  
 White - Enchantment/Charm  
 Black and White - Greater Divination  
 Black and Silver - Necromancy  
 Blue - Elemental Water



Brown - Elemental Earth  
 Red - Elemental Fire  
 Light Blue and White - Elemental Air  
 Red, Green, Orange - Chaos  
 Blue and Red - Metamagic

Taelgarian Mages may read and detect magic three times per day as an innate ability, but ONLY if they are not Rogues.

Wizards generally like to keep one spell in memory at all times. Once a mage casts his/her last spell, a System Shock roll must be made. If the mage fails this roll, he/she dies, immediately due to the massive strain of the casting. If the roll is passed, the mage is unconscious and reduced to 1 Hit Point.

## PROFICIENCIES

Taelgar offers all proficiencies listed in the AD&D(tm) Player's Handbook and all of the complete Race/Class Handbooks.

A few new proficiencies are added, specifically for the Taelgar races and classes.

### **Critical Components (Warrior, Rogue):**

This proficiency allows a character to know the critical components of a creature. A character may have two slots for each creature he wishes to learn about. Example: If Raug knows the critical components of a Red Dragon, he has spent two slots on it.

A successful check must be made prior to the combat round the character wishes to use the knowledge against the creature. If the check is made, the character gains a +1 to hit and damage against that creature. This bonus is in addition to normal strength bonuses and magical weapon effects.

**Fortune Telling (Rogue, Priest):** This proficiency allows a Rauwie to accurately foresee

something about a person's past, present, or future. It will also allow a Rauwie to gain knowledge of certain items if she is also a bard.

The knowledge a Rauwie receives after using this proficiency is up to the DM to decide. If it is being used for a Legend Lore check by a Rauwie Bard, he or she gains a +15% chance to know only if the Fortune Telling check is successful.

Fortune Telling also allows a Rauwie to use various devices such as bones (dice) and tarot cards. If these items are used, the Rauwie gains a +2 to the ability check.

**Conceal Spellcasting (Wizard, Priest):** Most useful to mages and priests, conceal spellcasting will allow a character to hide the somatic gestures or whisper the verbal components of a spell. This is useful if the mage or priest is in an area where spellcasters are not viewed highly.

**Recognize Foe(Warrior):** Most useful to a Phoenix Knight or Guardian, this proficiency allows a character to know who exactly he or she is fighting if the ability check is passed and the foe is a known villain. A Knight using this ability against a common street urchin is most likely not going to get much information out of it.

### **Substitute Components (Wizard, Priest):**

This allows spellcasters to substitute a gesture with words and vice versa.

**Guarding(Warrior):** This proficiency allows a character (Guardian specifically) to Parry incoming attacks directed at another individual. This increases the Armor Class of that individual to 1/2 the Guardian's Level. The Guardian must be within 5 feet of the individual and a successful proficiency check must be made.



**Sword Forms(Warrior):** This proficiency is related to Dueling (Player's Option: Combat & Tactics). A character (Guardian) with this proficiency is skilled in all sword forms and by making a successful Sword Forms check gains an Attack of Opportunity (bonus attack) at +1 against his opponent. Sword Forms also lowers the Armor Class of the Guardian by 1 for one round only. Sword Forms can only be used 3 times per day.

**Focus Will (Warrior (Guardian)):** After concentrating for one full round, the character (Guardian) can focus his will for the next 6 rounds and gains a +2 to save vs. Charm and Illusion spells.

**Table 10: Taelgar Proficiencies**

Name	Slots	Ability	Modifier
Critical Components	2	Wisdom	-2
Fortune Telling	3	Intelligence	-4
Conceal Casting	2	Dexterity	-1
Recognize Foe	1	Intelligence	0
Substitute Components	4	Intelligence	-2
Guarding	2	Dexterity	-1
Sword Forms	2	Intelligence	-2
Focus Will	3	Intelligence	-1

This ends the first book in the Taelgar Manual series. The next two books will detail the magic and the world itself.

If you have any comments, you may email [maelwys@vegasnet.net](mailto:maelwys@vegasnet.net) or [irondrakex@aol.com](mailto:irondrakex@aol.com) concerning them.

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Taelgar has been around since 1989, now almost 10 years later, it's electronic form is coming together. The 5th Edition may be the last Taelgar Edition, but I hope to have many supplements available for this intriguing game world.

