

HOW DEADLY IS MY MAGIC?

A PLAYER'S GUIDE TO BATTLE MAGIC
FOR WIZARDS AND CLERICS

OPEN DUNGEONS RPG PRESENTS



*A player's guide to battle magic for wizards and clerics***The one rule that matters**

Your weapon is not a spell. Your weapon is **your whole day of spells**. Every spell you know can be cast once per day, and you get a generous handful at every spell level you have reached.

A monster that laughs off your best cast will not laugh off your best twelve. Think like an armory, not like a gun: the question is never "can this spell kill it?" but "how much of today am I willing to spend on it?"

Mornings are sacred

Your spells return at 6am - but only if you do your part. A wizard must study for 30 minutes by 10am; a cleric must pray. Skip it and every spell you burned yesterday stays burned. On a long dungeon crawl, the party that guards the casters' quiet half hour is the party that walks out. If someone suggests breaking camp before your studies, remind them who removes curses.

What can I handle today?

Level	What your day of magic buys
1-2	A rat problem. Your whole day of magic accounts for about one small monster. You are not the cannon yet - stand behind the fighter, place your darts well, and make your one stun count.
3-4	A fair duel. Your best spell takes a real bite out of an equal monster, and two to four good casts will drop one. You can now carry a fight - once or twice a day.
5-7	A dangerous day's work. You can blunt a pack with one area spell, carry your share of every encounter, and still hold something wicked in reserve for whatever is guarding the treasure.
8-9	A legend, if you spend everything. No single spell kills a giant of the age. Your entire day of magic, spent well, is about half of what a true boss costs. Bring friends.

How monsters resist you

Small creatures fail against your magic constantly - a seasoned caster's spells land on lesser monsters almost every time, and against the little ones you barely need to aim. The great beasts are another story: an ancient thing with a mountain of blood in it shrugs off spells about half the time, and some carry old resistances that make it worse. Take heart: most battle magic still deals half its damage even when the monster resists. Throwing fire at a dragon is never wasted; it is just... discounted.

Your own level tips the scales back. The stronger you grow, the harder **everything** finds it to resist you - the same ogre that shrugged off your apprentice work will fear your name in three levels. Magic ages well.

Wizard or cleric?

The wizard is the artillery. More damage spells, bigger peaks, and the deepest daily reserve of destruction in the game. If something simply must be removed from the world, it is usually a wizard who does the removing.

The cleric trades raw firepower for the power to un-kill the party - and pays fairly for it. Cleric battle magic runs lighter than the wizard's, but every heal, blessing, and mended bone comes from its own once-a-day well, so a cleric never has to choose between smiting and saving. You bring both classes for the same reason you bring both a sword and a shield.

Spend your day wisely

- **Little fights, little spells.** Casting your low-level spells on the morning's goblins costs your evening nothing - your big spells are separate and stay ready. Never rock-throw when you could dart.
- **Hoard the top shelf.** You get very few casts of your highest spells. Those are boss money. If it dies to anything less, kill it with anything less.
- **Packs fear area spells.** Small monsters fail their saves in droves. One well-placed burst does more against six wolves than your best bolt does against one.
- **Bosses are a group project.** A true boss costs about half a caster's entire daily arsenal on its own. Soften it, curse it, burn it - but let the fighter's sword and the ranger's arrows pay their share of the bill.

- **Scrolls and wands are extra ammunition.** Magic items cast outside your daily limit. A scroll in the pack is a spell you did not have to prepare - stock up before long expeditions.
- **Count the day, not the fight.** Before you unleash, ask: how many more rooms are there? The caster who is empty in the last room is the one they write sad songs about.

A final word

Magic in this world is patient. At first, you will feel like a librarian with a sling - hold on. Every level makes your spells land harder, resist worse, and reach further, and by the time you can speak words that end cycles, monsters will make their saving throws against you the way peasants pray against storms: sincerely, and without much hope. But you are still mortal.

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