

[This class was originally written by P. Delaney, circa 1989. Below is an edited and reformatted version, suitable for PCs and more consistent with DC's world]

MAHO-SUKAI

A Sorcerer Class for AD&D Oriental Adventures

It is a name that struck fear into the hearts of the greatest warriors and chilled the very bones of the wu-jen; maho-sukai. Maho-sukai means sorcerer, one who uses his own internal powers to defeat others. While the wu-jen is feared for his powers, the maho-sukai is simply terrifying.

When the worlds were young, the people split into the East and the West. The eastern mages learned how to deal properly with the five elemental forces, while the westerners learned how to summon forces from planes besides the elemental to do their bidding. Until recently, it was thought that these two principle types of magic, the wu-jen's and the magic-user's, were the only ones of that existed.

Now humanity knows better. The maho-sukai are strong and they do exist. Instead of relying upon the forces of nature and the planes to power their spells, maho-sukai direct their magical forces from within themselves. As they are incredibly disciplined all maho-sukai are lawful. They may wear no armor except for a flimsy robe, nor use any weapons except dagger, knife, staff, or shuriken. They never are any class but maho-sukai; there are no multi-classed or duo-classed sorcerers.

In many ways, the maho-sukai are similar to the wu-jen. Both are magic users who must learn their spells from books, and who forget them once they are cast. Both live as hermits and have little use for honor. But, in the workings of magic, each class seeks different paths and ends. The wu-jen is at home dealing with the forces outside of him and he draws his strength from the world beyond his body. The maho-sukai draws all his strength from within; his mind, the pen, and the world, the paper. Only through his mind can he change and manipulate the world around him. And his mind may only be changed by discipline, order, and secrecy. A maho-sukai rarely teaches his skills to anyone. He must teach himself slowly and painfully, disciplining his mind and body to cast the spells, though he learns the basic maneuvers from a master or spell book.

Requirements

To become a maho-sukai, a character must have served under a master and have trained his mind to understand the workings of maho-sukai magic. He will learn that magic comes from within and is focused through the body in the form of gestures. Material components just get in the way, and thus all maho-sukai spells have no material component.

All maho-sukai have at least 13 intelligence and wisdom and 9 dexterity. They do not earn a ten percent bonus for exceptional ability scores. Maho-sukai must be lawful in alignment. Humans and hengeyokai may become maho-sukai, but the latter may advance only as far as 7th level.

Basic information

The maho-sukai uses the magic-user table for to hit and saving throw purposes. Unlike wu-jen, maho-sukai are not particularly adept with any weapon, being more at home with their magic and hands. They gain spells according to the wu-jen table, and experience points as in table I below. Maho-sukai characters use six-sided die for hit points at each level, making them more powerful than the average magic-user or wu-jen physically.

As masters of focusing their ki power, maho-sukai automatically are able to put themselves into a death-like trance, slowing breathing and heart-rate for any desired length while remaining alert. This can only be accomplished once per day and only for a maximum of one hour per level.

Maho-sukai are resistant to all mind affecting spells and spell-like effects, including charm, fear, hold, sleep, and confusion. Against these effects, the maho-sukai gains a +3 saving throw bonus.

At fourth level, they are able to focus their ki and strike with a fist in combat for 1d6 damage plus one per two levels of experience on a successful strike, attacking at +3 to hit. They may do this once per level per day.

At seventh level, they are able to perform a similar feat to the ki-strike gained at fourth level, but the damage is 1d12 (plus one per level of experience) and the maho-sukai strikes at +6 to hit. This attack may be used once daily, in addition to the fourth level attack which may now be used at any time. At this point in their training, maho-sukai have little use for weaponry except shurikens.

At tenth level, the character gains a perfect control over his body, and strikes at +2 to hit (although this is not cumulative with other class-based bonuses to hit). He automatically learns a single martial arts style with no studying, as he has discovered the form to be a part of himself. As such, he may not pass the style on to anyone else, and must design it himself according to the rules. Any special maneuver must be purchased with proficiency slots normally.

The maho-sukai does not attract followers of any sort, though he gains a fearful respect among those who see him, no matter how little or great his deeds, at twelfth level.

Maho-Sukai Spells

Note -- Differences are noted if the spell is not the same as the Oriental Adventures wu-jeñ spell of the same name and level. Many maho-sukai spells can only be used upon the caster himself and are denoted by "(self only)".

1st level

- 1) Chameleon (WJ-1) (self only)
- 2) Charming
- 3) Comprehend Languages (WJ-1)
- 4) Detect Magic (WJ-1)
- 5) Estimation
- 6) Feather Fall (M-1) (self only)
- 7) Fiery Eyes (WJ-1)
- 8) Fumble-Fingers
- 9) Hypnotism (WJ-1)
- 10) Inaccuracy
- 11) Know History (WJ-1)
- 12) Melt (WJ-1)
- 13) Message
- 14) Read Maho-Sukai Magic
- 15) Sleep
- 16) Swim (WJ-1) (self only)
- 17) Ventriloquism (WJ-1)
- 18) Wizard Mark (WJ-1)

2nd level

- 1) Balance
- 2) Break Charm
- 3) ESP
- 4) Forget
- 5) Hypnotic Pattern
- 6) Invisibility
- 7) Know Alignment
- 8) Levitation (M-2)
- 9) Locate Object
- 10) Mental Missile
- 11) Mirror Image (M-2)
- 12) Misdirection
- 13) Scare (M-2)
- 14) Shatter
- 15) Strength (M-2) (self only)
- 16) Telepathic Message

3rd level

- 1) Blink (M-3)
- 2) Detect Shapechanger (WJ-3)
- 3) Fabricate (M-5)
- 4) Feign Death
- 5) Fly (M-3)
- 6) Haste
- 7) Hold Person
- 8) Invisibility 10' Radius
- 9) Magnetism (WJ-3)
- 10) Memory (WJ-3)
- 11) Mind Blast
- 12) Mind Block
- 13) Scry (WJ-3)
- 14) Slow (M-3)
- 15) Suggestion (WJ-3)
- 16) True Sight (WJ-6)

5th level

- 1) Feeblemind (M-5)
- 2) Magic Jar (M-5)
- 3) Major Creation (WJ-5)
- 4) Mass (WJ-5)
- 5) Metal Skin (WJ-5)
- 6) Nightmares
- 7) Passwall (WJ-5) (self only)
- 8) Spirit Self (WJ-5)
- 9) Stone Shape (WJ-5)
- 10) Telekinesis (WJ-5)
- 11) Teleport (M-5) (self only)
- 12) Wall of Force (WJ-5)

7th level

- 1) Call (WJ-8)
- 2) Dispel Magic (WJ-3)
- 3) Mass Charm (M-8)
- 4) Maze (M-8)
- 5) Mind Blank (WJ-8)
- 6) Power Word, Kill (M-9)
- 7) Psychic Crush
- 8) Time Stop (M-9)

4th level

- 1) Body Armor
- 2) Charm Monster
- 3) Confusion (WJ-4)
- 4) Emotion (WJ-4)
- 5) Fear (M-4)
- 6) Improved Invisibility (WJ-4)
- 7) Minor Creation (WJ-4)
- 8) Polymorph Self (WJ-4)
- 9) Quell (WJ-4)
- 10) Shout (WJ-4)
- 11) Transfix (WJ-4)
- 12) Wall of Fire

6th level

- 1) Duo-Dimension (WJ-7)
- 2) Geas (WJ-6)
- 3) Legend Lore (M-6)
- 4) Mass Invisibility
- 5) Mass Suggestion (WJ-6)
- 6) Obedience (WJ-7)
- 7) Pain (WJ-6)
- 8) Power Word, Stun (M-7)
- 9) Repulsion
- 10) Warp Stone (WJ-6)

Because of the nature of maho-sukai magic, they may not cast spells of 8th or 9th level.

MAHO-SUKAI TABLE I: Experience

Experience Points	Level	6-sided Hit Dice
0 3,000	1	1+1
3,001 6,000	2	2+2
6,001 12,000	3	3+3
12,001 25,000	4	4+4
25,001 50,000	5	5+5
50,001 85,000	6	6+6
85,001 120,000	7	7+7
120,001 170,000	8	8+8
170,001 350,000	9	9+9
350,001 700,000	10	9+10
700,001 1,050,000	11	9+11

350,000 experience points are required for each level beyond 11th.
Maho-sukai gain +1 hit point per level after the eleventh.

Altered Spells

First Level Spells

Fumble-Fingers -- This is the reverse of the 1st level wu-jen spell, *Prestidigitation*

Inaccuracy -- This is the reverse of the 1st level wu-jen spell, *Accuracy*

Message -- This is the same as the 1st level wu-jen spell, but the range is 6" + 2"/level.

Read Maho-Sukai Magic -- This is the same as the 1st level wu-jen spell, *read magic*, but it only allows the character to read maho-sukai discipline magic.

Sleep -- This is the same as the 1st level magic user spell, but it only affects one being as the maho-sukai's mind causes the foe to sleep.

Second Level Spells

ESP -- This is the same as the 2nd level wu-jen spell, but the range is 1"/level, 12" maximum.

Forget -- This is the same as the 2nd level magic user spell, but the range is 1" + 1/2"/level.

Hypnotic Pattern -- This is the same as the 2nd level wu-jen spell, but the casting time is four segments, not two.

Invisibility -- This is the same as the 2nd level wu-jen spell, but it can only affect the caster, and lasts until the character stops concentrating. There is no verbal component. The character cannot perform any action except motion and still remain concentrating upon his own invisibility.

Know Alignment -- This is the same as the 2nd level cleric spell, but it is not reversible.

Locate Object -- This is the same as the 2nd level wu-jen spell, but it is not reversible.

Shatter -- This is the same as the 2nd level magic user spell, but the save is made at -1 per two levels of experience of the maho-sukai.

Telepathic Message -- This is the same as the 1st level wu-jen spell, *message*, but the range is 100 miles. The message travels the distance instantly, allowing for a reply.

Third Level Spells

- Feign Death -- This is the same as the 3rd level wu jen spell, but the duration is 6 turns + 2 turns/level.
- Haste -- This is the same as the 3rd level wu jen spell, but it affects only the caster, who is not aged by the casting.
- Hold Person -- This spell is the same as the 3rd level wu jen spell, but it affects up to six creatures. If 5 or 6 beings are affected, the saving throw is at +1.
- Invisibility 10' Radius -- This spell is the same as the 3rd level magic user spell, but it lasts until the caster stops concentrating. The caster may not attack or cast spells while concentrating, but may move about.

Fourth Level Spells

- Charm Monster -- This is the same as the 4th level magic user spell, but it may affect 2-12. 1st level creatures, 2-8 2nd level creatures, 1-6 3rd level creatures, 1-4, 4th level creatures, 1 or 2 5th level, or 1 6th or higher level creature.
- Wall of Fire -- This is the same as the 4th level wu jen spell, however it lasts as long as the maho-sukai continues to concentrate on it. While concentrating, the maho-sukai may move about, but may not engage in combat or spell-casting.

Sixth Level Spells

- Mass Invisibility -- This is the same as the 7th level magic user spell, *mass invisibility*, but it lasts until the caster ceases to concentrate upon it.
- Repulsion -- Similar to the 6th level wu jen spell of the same name, this spell may be reversed in an obvious manner to form *Attraction*, which pulls creatures at 3" per round towards the caster.

Unique Spells

Charming (Enchantment/Charm)

Level: 1
Range: 9"
Duration: Special
Area of Effect: 1 being touched

Components: V, S
Casting Time: 3 segments
Saving Throw: Neg.

This spell enables the maho-sukai to forcibly control another being to do his bidding. The target creature, once charmed, will serve until one service has been performed for the maho-sukai, at which point the creature's will is released. Creatures who are charmed will not commit suicide, slay their friends, or do other things which are generally harmful to themselves, though all reasonable commands will be carried out.

Estimation (Divination)

Level: 1
Range: 3" + 1"/level
Duration: Instantaneous
Area of Effect: One being

Components: V, S
Casting Time: 3 segments
Saving Throw: None

By means of this divination, the maho-sukai is given information regarding the power and training of a being into whose mind he is reaching. The maho-sukai will immediately know the level (to within +/- 1) and general class of the being whose mind is entered (i.e. wu-jen, kensai, ninja, dragon, bakemono warrior, etc.).

Balance (Alteration)

Level: 2

Range: 0

Duration: 4 turns

Area of Effect: Caster

Components: V, S

Casting Time: 2 segments

Saving Throw: None

The caster of this spell is imbued with incredible balance and dexterity, allowing him a 20 DEX with regards to any sort of dexterity check, including proficiency checks based on dexterity. The character will, in addition, be able to walk on tightropes or other narrow surfaces without fear of falling throughout the spell's duration.

Break Charm (Enchantment/Charm)

Level: 2

Range: Touch

Duration: Permanent

Area of Effect: One touched being

Components: V, S

Casting Time: 1 segment

Saving Throw: None

When this spell is cast, it allows the caster to automatically dispel any one magical charm spell cast upon a character. This includes the effects of any enchantment/charm spell by any being, like fear, confusion, charm person, suggestion, etc.

Mental Missile (Evocation)

Level: 2

Range: 6" + 1"/level

Duration: Instantaneous

Area of Effect: One foe

Components: V, S

Casting Time: 1 segment

Saving Throw: None

This spell sends one or more deadly jolts of mental power into a foe's brain at the behest of the maho-sukai. Each lance does 2-5 (d4+1) points of damage to the affected creature. One lance per two levels of experience beyond the third is allowed. Thus, at 3rd level the character has 1 lance, at 5th two, 7th three, and so on. The effects of this spell are not readily visible to others unless the being struck dies or screams from the pain. This spell is readily apparent to any creature capable of sensing psionic energy. Any sort of mental defense (magical or psionic in nature) will foil this spell.

Mind Blast (Evocation)

Level: 3

Range: 6" + 1"/level

Duration: Instantaneous

Area of Effect: One foe

Components: V, S

Casting Time: 3 segments

Saving Throw: None

This deadly spell allows the maho-sukai to emit a deadly blast of mental energy into a foe's brain, possibly killing him. The blast does 1d4 damage per level of the maho-sukai, up to the caster's wisdom in dice. This damage will not be readily visible to anyone, as it affects the mind of the victim. It does cause considerable pain, so the wounded being will know that something has harmed him. This spell is readily apparent to any creature capable of sensing psionic energy. Any sort of mental defense (magical or psionic in nature) will foil this spell.

Mind Block (Evocation)

Level: 3

Range: 0

Duration: 1 turn + 1 round/level

Area of Effect: Caster

Components: V, S

Casting Time: 1 segment

Saving Throw: None

This spell erects an invisible barrier around the caster's mind, making him immune temporarily to all enchantment/charm spells and mind damaging attacks like the mind flayer's psionic blast. It will also stop maho-sukai mind attacks like Mind Blast and Mental Missile, causing them to harmlessly bounce off the block.

Body Armor (Alteration)

Level: 4

Range: 0

Duration: 1 turn + 1 round/level

Area of Effect: Caster

Components: V, S

Casting Time: 4 segments

Saving Throw: None

This spell changes the skin of the caster into a rock-hard membrane off of which most weapons will rebound. The caster will not be able to be harmed by creatures of 4+1 or less hit dice, take half damage from those up to 6+2 hit dice. Otherwise, a +1 or better weapon or 17 or higher strength is required to damage the maho-sukai. Classed characters, including classed NPC's, need only fulfill the latter requirement (17 STR or +1 weapon) to strike the Body Armored sorcerer.

Nightmares (Illusion/Phantasm)

Level: 5

Range: 18" + 3"/level

Duration: 1 turn/level

Area of Effect: One sleeping being

Components: V, S

Casting Time: 1 round

Saving Throw: None

Any sleeping being, including those slept by magical means, can be caused to have violent nightmares which contain anything the caster chooses for the duration of the spell. The nightmare will be remembered when the character awakens.

Psychic Crush (Evocation)

Level: 7

Range: 6" + 1"/level

Duration: Instantaneous

Area of Effect: Up to six creatures

Components: V, S

Casting Time: 5 segments

Saving Throw: Neg.

The psychic crush spell is the same as the Mind Blast spell (q.v.), but it affects up to six enemies simultaneously. The number and individuals affected are up to the caster.