

CHROMATIC MAGIC

CHROMATIC MAGE

Chromatic mages come from all social strata and can be found in all positions in society. They may be employed by powerful merchants, religious organizations, world leaders or other powerful individuals to whom they act as guides and advisors, but almost always in secret. Many seek to dominate local, national and even world politics, and they have the power to succeed. More often though, chromatic mages work in solitude, far away from the prying eyes and keen ears of enemies, spies and other chromatic mages who often consider them to be untrustworthy and dangerous competitors in the quest for arcane lore. In wind-swept towers or black forgotten tombs, far from the din of civilization, such chromatic mages find the solitude, quiet and safety necessary to pursue their research and carry out their oft-times dangerous experiments.

For a complete write up on the Chromatic Mage class refer to the **Players Archive**. Through an oversight on our end we left out the class **Spells Per Day Table** from the **Players Archive**. It is printed here for reference.

SPELLS PER DAY

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

THE THREADS

The chromatic mage draws Threads from this Web, reshapes them and releases them once more to create a magical effect. The Threads that create different effects are of different colors.

The colors of Threads or Strands (the two terms are used interchangeably) determine the effects of the magic they can produce. The colors and general magical effects are as follows:

Evocation-Blue. These chromatic mages are also referred to as evokers.

Abjuration-Orange. These chromatic mages are also referred to as abjurers.

Necromancy-Black. These chromatic mages are also referred to as necromancers.

Enchantments-Green. These chromatic mages are also referred to as enchanters.

Illusion-Red. These chromatic mages are also referred to as illusionists.

Transmutation-Brown. These chromatic mages are also referred to as transmuters.

Divination-White. These chromatic mages are also referred to as diviners.

Conjuration-Yellow. These chromatic mages are also referred to as conjurers.

Each mage begins their training and progresses through lower levels of ability with a mastery of one color. As they increase in power and proficiency, they learn to draw upon other Threads, and even, at the highest levels, to combine them in astounding feats of magical prowess.

CLEAR THREADS: HEALING MAGIC

You will note above that healing spells (Cure spells, Heal, Restoration and the like) are listed as Necromancy. These spells are not available to Chromatic mages, who cannot cast healing magic. However, any of these spells which possess reverse versions (cause wounds, life drain and the like) are available as Necromantic spells.

These spells are, however, available to all luminaries and clerical types, regardless of the deity they follow, though they count as colorless (clear) threads, unattached to any color. In addition. Luminaries may also cast the reverse of these spells as clear threads, unlike chromatic magi, who may only cast the reverses as black spells.

The complete list of spells that are unavailable to chromatic mages include the following. Spells marked with an asterisk (*) have reverse effects which can be learned by Necromancers:

*Cure Critical Wounds**, *Cure Light Wounds**, *Cure Serious Wounds**, *Delay Poison*, *First Aid*, *Goodberry*, *Greater Restoration*, *Heal**, *Healing Circle**, *Lesser Restoration*, *Mass Heal**, *Neutralize Poison*, *Raise Dead*, *Regenerate*, *Remove Disease**, *Restoration**, *Resurrection*, *True Resurrection*.

SPELLS BY COLOR/SCHOOL

SPELL	SCHOOL	COLOR	LEVEL
ABJURATION (ORANGE)			
Endure Elements	Abjuration	Orange	0
Hold Portal	Abjuration	Orange	1
Holy Aura	Abjuration	Orange	1
Protection from Alignment	Abjuration	Orange	1
Remove Fear	Abjuration	Orange	1
Resist Elements	Abjuration	Orange	1
Sanctuary	Abjuration	Orange	1
Shield	Abjuration	Orange	1
Shield of Faith	Abjuration	Orange	1
Undetectable Aura	Abjuration	Orange	1
Consecrate	Abjuration	Orange	2
Delay Poison	Abjuration	Orange	2
Protection from Arrows	Abjuration	Orange	2
Remove Paralysis	Abjuration	Orange	2
Dispel Illusion	Abjuration	Orange	3
Dispel Magic	Abjuration	Orange	3
Glyph of Warding	Abjuration	Orange	3
Magic Circle (Alignment)	Abjuration	Orange	3
Nondetection	Abjuration	Orange	3
Protection from Elements	Abjuration	Orange	3
Remove Blindness or Deafness	Abjuration	Orange	3
Remove Curse	Abjuration	Orange	3
Remove Disease	Abjuration	Orange	3
Anti-Plant Shell	Abjuration	Orange	4
Dismissal	Abjuration	Orange	4
Dragon Scales	Abjuration	Orange	4
Hallow	Abjuration	Orange	4
Minor Globe of Invulnerability	Abjuration	Orange	4
Neutralize Poison	Abjuration	Orange	4
Repel Vermin	Abjuration	Orange	4
Atonement	Abjuration	Orange	5
Death Ward	Abjuration	Orange	5
Dispel Alignment	Abjuration	Orange	5
Dragon Shadow	Abjuration	Orange	5
Guards and Wards	Abjuration	Orange	5
Anti-Illusion Shield	Abjuration	Orange	6
Anti-Magic Shell	Abjuration	Orange	6
Banishment	Abjuration	Orange	6
Globe of Invulnerability	Abjuration	Orange	6
Awe	Abjuration	Orange	7
Holy Word	Abjuration	Orange	7
Refuge	Abjuration	Orange	7
Repulsion	Abjuration	Orange	7
Sequester	Abjuration	Orange	7
Mind Blank	Abjuration	Orange	8
Screen	Abjuration	Orange	8
Antipathy	Abjuration	Orange	9
Imprisonment	Abjuration	Orange	9
CONJURATION (YELLOW)			
Create Water	Conjuration	Yellow	0
Mage Hand	Conjuration	Yellow	0

Prestidigitation	Conjuration	Yellow	0
Floating Disk	Conjuration	Yellow	1
Minor Creation	Conjuration	Yellow	1
Obscuring Mist	Conjuration	Yellow	1
Summon Familiar	Conjuration	Yellow	1
Unseen Servant	Conjuration	Yellow	1
Fog Cloud	Conjuration	Yellow	2
Magic Mouth	Conjuration	Yellow	2
Summon Swarm	Conjuration	Yellow	2
Web	Conjuration	Yellow	2
Create Food and Water	Conjuration	Yellow	3
Dragon Mount	Conjuration	Yellow	3
Gust of Wind	Conjuration	Yellow	3
Snare	Conjuration	Yellow	3
Stinking Cloud	Conjuration	Yellow	3
Summon Lesser Monster	Conjuration	Yellow	3
Tiny Hut	Conjuration	Yellow	3
Wall of Wind	Conjuration	Yellow	3
Black Tentacles*	Conjuration	Yellow	4
Dimension Door	Conjuration	Yellow	4
Phantasmal Killer	Conjuration	Yellow	4
Secure Shelter	Conjuration	Yellow	4
Sleet Storm	Conjuration	Yellow	4
Solid Fog	Conjuration	Yellow	4
Spike Stones	Conjuration	Yellow	4
Summon Animals	Conjuration	Yellow	4
Wall of Ice	Conjuration	Yellow	4
Faithful Hound	Conjuration	Yellow	5
Insect Plague	Conjuration	Yellow	5
Major Creation	Conjuration	Yellow	5
Plane Shift	Conjuration	Yellow	5
Secret Chest	Conjuration	Yellow	5
Summon Beasts or Plants	Conjuration	Yellow	5
Summon Monster	Conjuration	Yellow	5
Wall of Iron	Conjuration	Yellow	5
Wall of Thorns	Conjuration	Yellow	5
Summon Elemental	Conjuration	Yellow	6
Wall of Stone	Conjuration	Yellow	6
Creeping Doom	Conjuration	Yellow	7
Instant Summons	Conjuration	Yellow	7
Limited Wish	Conjuration	Yellow	7
Phase Door	Conjuration	Yellow	7
Shadow Walk	Conjuration	Yellow	7
Summon Greater Monster	Conjuration	Yellow	7
Summon Magical Beasts or Fey	Conjuration	Yellow	7
Clone	Conjuration	Yellow	8
Maze	Conjuration	Yellow	8
Summon Planar Ally	Conjuration	Yellow	8
Whirlwind	Conjuration	Yellow	8
Gate	Conjuration	Yellow	9
Storm of Vengeance	Conjuration	Yellow	9
Summon Elemental Swarm	Conjuration	Yellow	9

DIVINATION (WHITE)

Detect Alignment	Divination	White	0
Detect Illusion	Divination	White	0
Detect Magic	Divination	White	0
Detect Neutrality	Divination	White	0

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Detect Poison	Divination	White	0
Know Direction	Divination	White	0
True Strike	Divination	White	0
Comprehend Languages	Divination	White	1
Detect Secret Doors	Divination	White	1
Detect Snares and Pits	Divination	White	1
Detect Undead	Divination	White	1
Identify	Divination	White	1
Read Magic	Divination	White	1
Animal Messenger	Divination	White	2
Augury	Divination	White	2
Detect Thoughts	Divination	White	2
Detect Traps	Divination	White	2
Locate Object	Divination	White	2
See Invisibility	Divination	White	2
Speak with Animals	Divination	White	2
Clairaudience/Clairvoyance	Divination	White	3
Speak with Plants	Divination	White	3
Arcane Eye	Divination	White	4
Detect Scrying	Divination	White	4
Discern Lies	Divination	White	4
Divination	Divination	White	4
Locate Creature	Divination	White	4
Mnemonic Enhancer	Divination	White	4
Scrying	Divination	White	4
Tongues	Divination	White	4
Commune	Divination	White	5
Commune with Nature	Divination	White	5
Contact Other Plane	Divination	White	5
Humanoid Finding	Divination	White	5
Telepathic Bond	Divination	White	5
True Seeing	Divination	White	5
Find the Path	Divination	White	6
Legend Lore	Divination	White	6
Stone Tell	Divination	White	6
Greater Scrying	Divination	White	7
Vision	Divination	White	7
Discern Location	Divination	White	8

ENCHANTMENT (GREEN)

Influence	Enchantment	Green	0
Animal Friendship	Enchantment	Green	1
Bless	Enchantment	Green	1
Bless Water	Enchantment	Green	1
Calm Animals	Enchantment	Green	1
Charm Person	Enchantment	Green	1
Command	Enchantment	Green	1
Daze	Enchantment	Green	1
Hypnotism	Enchantment	Green	1
Sleep	Enchantment	Green	1
Aid	Enchantment	Green	2
Charm Person or Animal	Enchantment	Green	2
Hold Animal	Enchantment	Green	2
Scare	Enchantment	Green	2
Hold Person	Enchantment	Green	3

Suggestion	Enchantment	Green	3
Charm Monster	Enchantment	Green	4
Confusion	Enchantment	Green	4
Emotion	Enchantment	Green	4
Fear	Enchantment	Green	4
Rainbow Pattern	Enchantment	Green	4
Bind Elemental	Enchantment	Green	5
Feeblemind	Enchantment	Green	5
Hold Monster	Enchantment	Green	5
Mass Suggestion	Enchantment	Green	5
Nightmare	Enchantment	Green	5
Geas	Enchantment	Green	6
Insanity	Enchantment	Green	7
Power Word Stun	Enchantment	Green	7
Command Plants	Enchantment	Green	8
Mass Charm	Enchantment	Green	8
Power Word Blind	Enchantment	Green	8
Binding	Enchantment	Green	9
Power Word Kill	Enchantment	Green	9

EVOCATION (BLUE)

Acid Splash*	Evocation	Blue	0
Arcane Mark	Evocation	Blue	0
Fire Bolt*	Evocation	Blue	0
Light	Evocation	Blue	0
Ray of Frost	Evocation	Blue	0
Alarm	Evocation	Blue	1
Burning Hands	Evocation	Blue	1
Faerie Fire	Evocation	Blue	1
Magic Missile	Evocation	Blue	1
Minor Dark Chaos	Evocation	Blue	1
Shocking Grasp	Evocation	Blue	1
Sound Burst	Evocation	Blue	1
Acid Arrow	Evocation	Blue	2
Barkskin	Evocation	Blue	2
Continual Flame	Evocation	Blue	2
Dark Chaos	Evocation	Red	2
Darkness	Evocation	Red	2
Heat Metal	Evocation	Blue	2
Produce Flame	Evocation	Blue	2
Shatter	Evocation	Blue	2
Spiritual Weapon	Evocation	Blue	2
Call Lightning	Evocation	Blue	3
Explosive Runes	Evocation	Blue	3
Fireball	Evocation	Blue	3
Lightning Bolt	Evocation	Blue	3
Prayer	Evocation	Blue	3
Pyrotechnics	Evocation	Blue	3
Fire Shield	Evocation	Blue	4
Fire Trap	Evocation	Blue	4
Ice Storm	Evocation	Blue	4
Major Dark Chaos	Evocation	Blue	4
Resilient Sphere	Evocation	Blue	4
Sending	Evocation	Blue	4
Shout	Evocation	Blue	4
Wall of Fire	Evocation	Blue	4
Cloudkill	Evocation	Blue	5
Cone of Cold	Evocation	Blue	5