

Order Of the Dark Hand;  
Dark Mages of Helgedad

ABILITY REQUIREMENTS: INT. 13  
                          WIS. 9  
PRIME REQUISITE: INT.  
RACES: NADZIRANIM  
THACO: FIGHTER  
SAVING THROWS: MAGE  
ARMOR: NONE  
WEAPONS: MAGE  
HIT POINTS: 1D8, +1/LEVEL AFTER 9  
MAGIC ITEMS: MAGE  
PROFICIENCY: MAGE  
SCHOOLS: NO ABJURATION, SONG, DIMENSION  
SPECIALIST: AS SCHOOLS  
KITS: NO WITCH, AMAZON(ALL), SAVAGE(ALL),  
          ANGAKOK, OUTLAW  
RESTRICTIONS: \*MUST BE EVIL  
                  \*CANNOT ASSOCIATE WITH GOOD  
                  \*MUST DONATE 10% OF TREASURE TO GUILD  
ABILITIES: \*MAGE ABILITIES  
              \*1/DAY/2 LEVELS READ MAGIC  
              \*WILD PSIONIC (ROLL 2)  
                  (FROM NECROMANCER'S HB ONLY)  
                  OR  
              POLYMORPH SELF 2/DAY  
                  OR  
              1 SALIENT ABILITY & BANEFUL PUNISHMENT  
                  (FROM NECROMANCER'S HB)

LEVELS:

1)	000	NOVICE#
2)	2,600	NOVICE
3)	5,200	INITIATE
4)	10,400	INITIATE
5)	26,000	ADEPT
6)	52,000	ADEPT
7)	104,000	APPRENTICE
8)	195,000	APPRENTICE
9)	300,000	WARMAN, 3RD CLASS*
10)	650,000	WARMAN, 2ND CLASS
11)	1,000,000	WARMAN, 1ST CLASS
12)	1,350,000	BLACKMAGE, 2ND CLASS**
13)	1,700,000	BLACKMAGE, 1ST CLASS
14)	2,050,000	ARCHMAGE OF THE DARK HAND***
15)	2,400,000	ARCHMAGE OF THE DARK HAND
16)	2,750,000	DARKMAGE!
17)	3,150,000	DARKMAGE!
18)	3,500,000	DARKMAGE LORD!!

# UPON GRADUATION FROM THE ACADEMY OF RIGHT-HANDED  
MAGIC (1ST LEVEL) ALL NOVICES RECEIVE A  
DARK HAND RING AND ONE RANDOM MAGIC  
ITEM FROM THEIR INSTRUCTOR.

\* UPON REACHING THE RANK OF WARMAN, 3RD CLASS YOU  
MUST SERVE UNDER A DARKLORD FOR 1 YEAR'S TIME.

\*\* UPON REACHING THE RANK OF BLACKMAGE, 2ND CLASS YOU  
MUST SERVE AS AN ASSASSIN FOR 1 YEAR'S TIME.

\*\*\* UPON REACHING THE RANK OF ARCHMAGE OF THE DARK HAND  
YOU MUST SERVE AS AN INSTRUCTOR AT THE ACADEMY  
OF RIGHT-HANDED MAGIC FOR 1 YEAR'S TIME.

! THERE ARE ONLY 12 DARKMAGES AT ANY ONE TIME. THEY  
ARE DETERMINED THROUGH THE COMBAT OF THE  
ARCHMAGES, NOMINATED BY THE DARKMAGE LORD,  
WITH APPROPRIATE EXPERIENCE.

!! FOR A DARKMAGE TO RISE TO THE RANK OF DARKMAGE LORD  
HE MUST CHALLENGE THE CURRENT DARKMAGE LORD  
TO COMBAT TO THE DEATH. IF THERE IS NO CURRENT  
THEN ALL THOSE WHO DESIRE THE POSITION MUST  
COMBAT TO THE DEATH (MUST HAVE APPROPRIATE  
EXPERIENCE) .

!,!! THE ONLY WAY FOR A DARKMAGE OR DARKMAGE LORD TO RISE  
IN RANK TO AND ABOVE LEVEL 18 IS TO RETIRE  
AFTER 1 YEAR'S SERVICE. THEY RETAIN THE TITLE  
OF ARCHMAGE OF THE DARK HAND.