

WIZARD

LEVEL	TITLE	XP	HD	TO HIT	SAVE
1	Medium	0	1d4	+0	15
2	Seer	2,500	2d4	+0	14
3	Conjurer	5,000	3d4	+0	13
4	Magician	10,000	4d4	+0	12
5	Enchanter	20,000	5d4	+1	11
6	Witch/Warlock	40,000	6d4	+1	10
7	Sorcerer	80,000	7d4	+1	9
8	Necromancer	150,000	8d4	+1	8
9	Wizard	300,000	9d4	+1	7
10	High Wizard	450,000	10d4	+2	6

SPELLS: Memorize spell to cast. 1 turn per spell level to memorize, 1 memorization per spell. Casting erases from memory. Cannot memorize spells of level higher than your own (except level 2 spells). Spells ready until cast.

THE VULGAR GRIMOIRE

These most common, most banal of magic spells are taught to lowly conjurers and, though their utility is legendary, most wizards of true power are loath to waste time on them.

Perfect for a budding mage...

2D12	SPELL	LEVEL
2	Floating Disc	1
3	Detect Magic	1
4	Wizard Lock	2
5	Levitate	2
6	Sleep	1
7	Knock	2
8	Protection from Evil	1
9	Charm Person	1
10	Magic Missile	1
11	Read Magic	1
12	Web	2
13	Phantasmal Force	2
14	Light	1
15	Mirror Image	2
16	Invisibility	2
17	Hold Portal	1
18	Shield	2
19	Ventriloquism	1
20	Locate Object	2
21	Continual Light	2
22	Detect Evil	2
23	ESP	2
24	Read Languages	1

STARTING SPELLBOOK

Roll 1d6 *vulgar spells* learned from master (wizard, demon, enchanted lady in pool, etc.). Get more through discovery and research.

SPELLCASTING

Hands free, voice ready. If hit in same round before casting, spell is ruined.

POTIONS & SCROLLS

Cost 100 x 1d6 gp and 1d4 days to prepare. If inventing new, add 1d6 days.

Scrolls cost 100 x 1d6 gp per spell level and 1 day per spell to write or half time and money to copy.

ARMOR

Must pass save minus armor bonus when casting in armor, or spell fails. Magical bonus doesn't apply.



SAVING THROW BONUS

You get +2 when saving against magic.

LEARNING SPELLS

Make an Int check, adding spell level to roll. Only 1 try per level, per spell. Spells copied from scrolls must still be learned! If casting **Read Magic** or being taught by a higher level wizard, no Int check is required.

MAGICAL RESEARCH

Inventing spells, rituals, and magic items takes time, money, rare lore, and strange ingredients. A quest may be involved, or you may have to pay out the rear for the stuff you need. The cost of inventing the simplest new spell or magic item or re-creating an existing spell or item that has thus far eluded you is **at least** 1,000 gp (x 1d10, 1d20, or 1d100, in most cases) and the time required is on the order of 1d6 weeks or more.

There is a 15% or greater chance that these efforts will be in vain and the research will fail.

Regardless of the outcome of that final fateful dice roll, the money and time are already spent.





WIZARD STUFF

YOU WERE TAUGHT
THE CRAFT BY THE

D20 HIGH WIZARD OF...

CHOOSE OR ROLL FOR ONE SPECIALTY

1. LANGUAGES & SCRIPTS

Advantage on learning. +1 language per level. Advantage on Int checks to learn spells. 25% reduced cost to create scrolls.

3. ELEMENTAL

+1 vs. or to save against elemental magic and monsters. Advantage on damage rolls for elemental spells (Lightning, fire, etc.).

5. BATTLE MAGIC

Spell-like power: *Magic Missile* 1/day. Advantage on damage rolls from spells.

7. LEGENDARY LORE

Advantage on Int checks to know things. Advantage on saves against going nuts upon learning of the vastness of cosmic time and space.

2. CHARMS & ILLUSIONS

+1 to save against charms and illusions. -1 target saves against yours. Spell-like power: *Charm Person*, 1/day.

4. SUMMONING

+1 to save against summoned creatures. Spell-like power: Summon a 1 HD monster 1/day to do bidding for 1 turn/level. *Find Familiar* known.

6. POTIONS & ALCHEMY

25% less cost to mix potions. Advantage on potion duration rolls. +2 to save against negative potion effects.

8. PROWESS

You are tougher than the average wizard. Advantage on hit point rolls. Also, roll your Strength again and keep the higher result.



- 1 the Magic Shoppe
- 2 the East Winds
- 3 the Tower of Eyes
- 4 Black Fire
- 5 the Deadbone Night
- 6 Doom
- 7 Bliss
- 8 the Sublime Garden
- 9 Endless Curiosities
- 10 the Witching Hour
- 11 the Seven Screaming Dizz
- 12 Blood Sorcery
- 13 Red Robed Majesty
- 14 Sugarbone Rattlesnakes
- 15 Starlight
- 16 the Loch of Narr
- 17 Batwing Dreams
- 18 the Castle of Daggers
- 19 the Rookery
- 20 Rainbows



DARE YOU ROLL A RANDOM ARCANIC MARK?

D20 ARCANIC MARK ACQUIRED BY MAGICAL MISADVENTURE

- 1 *Firebreathing* 1/day.
- 2 Levitate at will (low height, but terribly mysterious).
- 3 *Command* 1/day.
- 4 Voice of Dread (-2 morale checks).
- 5 Eyes of the Magi (3 in 6 exploration rolls).
- 6 Curse of the Body.
- 7 Bane of Demons (infernal at disadvantage against your power).
- 8 Ghost Walk (semi-invisible at will until action taken).
- 9 You have a familiar. Take care of it.
- 10 Telekenetic (move small objects with mind, open doors, etc.).
- 11 Guardian Spirit (advantage roll 3/day).
- 12 Forbidden Magic (random spell requires save or die to learn or cast).
- 13 Second Sight (know 1d4 unknown facts per day, given by Judge).
- 14 Curse of the Mind.
- 15 Doppelganger (you have a duplicate plotting against you).
- 16 Fear of the Dark (save or run in fear from encounters, 1/night).
- 17 See you in Hell (damned to hell upon death... quest to avoid!).
- 18 Curse of the Spirit.
- 19 Supernaturally Good-looking (+2 reaction rolls).
- 20 Judge breaks out some next level weirdness.

D6 CURSE OF THE BODY

- 1-2 -1d3 from Str
- 3-4 -1d3 from Con
- 5-6 -1d3 from Dex

D6 CURSE OF THE MIND

- 1-2 -1d3 from Int
- 3-4 -1d3 from Wis
- 5-6 -1d3 from Cha

D6 CURSE OF THE SPIRIT

- 1-2 -1 from 1 random ability
- 3-4 -1 from 2 random abilities
- 5-6 -1 from all saves



D20 FAMILIAR

- 1 Cat
- 2 Bat
- 3 Dog
- 4 Frog
- 5 Rat

D20 FAMILIAR

- 6 Snake
- 7 Monkey
- 8 Fox
- 9 Lizard
- 10 Wolf

D20 FAMILIAR

- 11 Owl
- 12 Raven
- 13 Songbird
- 14 Pig
- 15 Squirrel

D20 FAMILIAR

- 16 Rabbit
- 17 Butterfly
- 18 Bumblebee
- 19 Mouse
- 20 Tiny Unicorn



WANDS, RODS, & STAVES

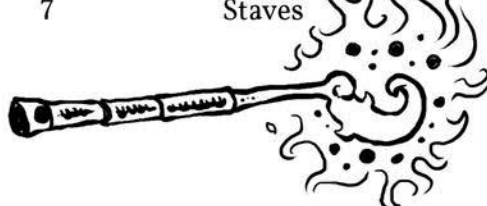


A WIZARD'S BEST FRIENDS

You can use wands, rods, and staves to augment your wizardly powers and look more awesome. But there is a hierarchy. Wands first, then rods, and finally staves may be mastered in this way.

WIZARD LEVEL MASTERY

3	Wands
5	Rods
7	Staves



MASTERY

Mastery allows you to use your implement to cast spells or absorb magic that is aimed at you. When you acquire the implement, roll for its spell levels. This is the *life and power* of the item.

WANDS

A wand can hold 1d2 spell levels.

RODS

A rod can hold 1d4 spell levels.

STAVES

A staff can hold 1d6 spell levels.

INTERCEPTION

You can intercept or block a spell cast at you or an ally (10' range per level) by sacrificing your wand, rod, or staff.

STRANGE PROPERTIES OF YOUR WAND, ROD, OR STAFF

D20 HOW DOES IT ZAP?

1	Sparkles
2	Swirling colors
3	Rainbow
4	Black lightning
5	Red mist
6	Wet spray
7	Energy hum
8	Toxic burst
9	Green flare
10	Golden spheres
11	White light
12	Kirby Krackle

DOES IT HAVE A SECRET POWER?

1-50	No, sorry
51-52	Whispers randomly
53-55	Casts candlelight
56-58	Casts torchlight
59-60	Cursed! -1 saves
61-62	Detects poison
63-64	Detects evil
65-67	Detects invisible
68-72	Detects magic
73-75	Detects lies
76-78	Cursed! -1 attacks
79-80	Vulgar spell, 1/day
81-82	Vulgar spell, 2/day
83-84	Turns undead
85-87	Cursed! Brings undead
88-90	Intelligent (10+1d10)
91-92	Lightning Bolt 1/day
93-94	Fireball 1/day
95-97	Teleport 1/day
98-99	Cursed! Disad. all rolls
100	Grants Wish, burns out

BETTER TO BURN OUT THAN TO FADE AWAY...

When an implement is used at max power (all spell levels), there is a 2 in 6 chance it will burnout upon casting its final spell.

D6 HOW DOES IT BURNOUT?

1	Silently
2	Puff of smoke
3	Cracks into shards
4	Burst of flame or ice
5	Implosion
6	Explosion (save vs. 1d6 dmg)

D20 WHAT'S IT MADE OF?

1	Bone
2	Amber
3	Oak
4	Fire
5	Black wood
6	Gold
7	Silver
8	Bronze
9	Jade
10	Obsidian
11	Iron
12	Ice
13	Tooth
14	Horn
15	Stone
16	Energy
17	Souls
18	Snake
19	Worms
20	Vines

D20 WHAT DOES IT WANT?

1-9	Nothing
10-12	To serve you
13	To spread love
14	To help
15	To slay enemies
16	Power
17	Knowledge
18	Treasure
19	To rule all
20	To burnout

