

WIZARDS!

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PLAYERS

Creating A Character

Everybody, including you, has three stats. You roll 3d6 for each to figure out what your score is. 10 is average. You get three rerolls which can be used on any stat or multiple times on a single stat, but you **MUST** use the last roll, you can't use the best. Also roll 1d6 for your HP. HP isn't your health so much as it's a buffer till when you start taking actual damage; a representation of your ability to avoid damage.

Strength: Punchy, fighty, lifty, struggling and enduring actions.

Dexterity: Flippy, dodgy, runny, acrobatic, show-offy moves and the like. Also reacting quickly and being sneaky.

Mind: Brain muscles; useful for not going nuts and for doing crap involving magic. Also for smarts and all that socializing and wordplay people like to do.

Optionally, you can also choose an elemental affinity. This is essentially the "Theme" your wizard will have, like a pyromancer with fire. An element can be any real matter; from fire to bells to bacon, but not anything metaphysical like love or time. If you can't hold it in your hand, it can't be your element. Now go look at the starting gear tables and roll on each to get your gear.

How To Play

Save: If a character is in a risky or contested situation, or simply one which requires more skill than normal, they have to perform a save in order to succeed. Roll d20. If you roll equal to or lower than the appropriate Stat Score, then you succeed. A roll of 1 is always success, and a roll of 20 is always failure.

Turns: During a turn, a character can move and perform an action. Generally players take their turns first, followed by friendly NPCs, then hostile npcs. However, if you're not sure who should go first, the leader of the group (or anyone who wants to take that position for this) should do a dex save. If they succeed, they and their group get the first action.

Actions: An action can be just about anything, but it should be able to be done in a reasonable time frame given the circumstances. No building a ship in a bottle as the crystal golems chase you down an abandoned hallway. Usually actions will require a save of some kind if they're contested or being done under pressure.

Attacking: Roll the dice dictated by your weapon, and then subtract the target's armor score from your result. You deal that much damage. Attacks can be either enhanced or impaired depending on circumstances. If enhanced, such as against a bound opponent, roll d12 regardless of weapon. If impaired, such as fighting while blinded, roll d4 regardless of weapon.

Damage: When a character takes damage, remove that damage from their HP. If they don't have any HP left or don't have enough to take all the damage, then they are injured and the rest of the damage is taken out of their strength score instead. When this happens they have to pass a Strength save or the damage is considered Critical damage.

Critical damage: If a character takes critical damage then they are considered too injured to fight and cannot take any more actions until another character tends to their wounds and they take a breather to recover. If no one tends to their wounds within 20 minutes, then they will die.

Stat Score loss: If a character's strength is reduced to zero, they die. If their Dexterity is reduced to zero, they become comatose or paralyzed. If their Mind is reduced to zero they go insane. Roll on

the insanity table. Any spells they have cast and active will break and instantly dissipate. Insanity and paralysis last until the character has undergone a complete rest. GMs, if you think a character is being rather...lax in his adherence to the madness he gets, then start dealing d4 damage each turn as the old gods devour his wimpy soul from beyond the veil of time.

Morale: A group of enemies requires a Mind save if you kill more than half their number. Use the group leader's Mind stat for this. Against lone enemies, do this check once they have their HP reduced to zero. If they fail the save, they will attempt to escape, which requires a dex save if their attackers choose to try and pursue them. Friendly NPCs get these rolls too, but players don't. Some enemies, such as mindless beasts or creatures that can't feel fear, ignore this.

Rest: There are two kinds of rest, a breather and a complete rest. A breather is taking a few minutes to sit around and do nothing but recover and possibly drink some water or booze. This will recover all lost HP, but not any Stat loss. A complete rest requires the character taking at least a week or so to rest and recover in a reasonably comfortable location. A complete rest restores HP, any stat loss and removes all status ailments unless otherwise indicated.

Leveling up: You level up whenever you gain a wizard level (See spell casting). When you level up, gain d6 HP and roll d20 for each stat. If you roll HIGHER than your current score, increase that stat by 1. You may reroll one time, but must take that second roll. You also roll on the "Magical Corruption" table and take the effect it gives you.

Currency and Gear

There are still plenty of coins around, but no one cares whose face is printed on them, only what the coin itself is made of. And even then lots of the Podunk farmers and outskirt merchants will only deal in trades. General rule is that 10 or so copper coins will get you a loaf of bread or a mug of booze. Silver coin is worth 100 copper and gold is worth 100 silver. The following is some basic gear. Note: Guns in WIZARDS! Tend to be simple things; nothing more complex than bolt action rifles. Assume guns have 6 shots per package of ammo.

Bare hands: D4 damage

Vagabond's weapon (club, dagger, rusty or broken sword, cobbled together pistol, meat cleaver, etc.): ~2 silver, d6 damage.

Soldier's weapon (bolt action rifle, sword, halberd, lance, mace, etc) ~10 silver, d8 damage.

Nobleman's Weapon (High quality sword, rifle or revolver, etc) ~50 silver, d10 damage

Heavy weapons: (Elephant guns and Absurdly oversized melee weapons) ~ 1 gold. 2d6 damage. Cannot move and attack in the same turn.

Flimsy Armor (armor 1) ~10 Silver. Roll d10 every time the armor blocks some damage. On a roll of 1, armor breaks.

Standard armor (armor 1) ~ 30 silver.

Heavy armor (armor 2) ~50 silver. Cannot move and attack in same turn.

Tools (Crowbar, Saw, Hammer, 20ft rope, spy glass, shovel, collapsible pole, grappling hook, glue, bear trap, magnifying glass, lock picks, Ammo, bundle of incense, lantern, etc.) ~1 silver each.

Luxuries (Jewelery, scientific equipment, expensive clothing, rare materials) 1 gold each.

Screeching stone ~10 silver. Flaky, opalescent, fist sized stone that smashes into pieces and lets out a mind-scrambling screech if thrown upon the ground. Stuns everyone in earshot who fails a dex save to cover their ears. Includes allies. Stunned are unable to act for 1d4 turns.

Flame syrup ~10 silver. Glass jar filled with faintly glowing yellow-orange viscous fluid. Fluid ignites when exposed to air and burns for 5 rounds. If thrown, sets 15ft diameter area alight and deals 1d6 damage to anything in it each round.

Calamity candle ~20 silver. Red wax candle speckled with black flecks. Has a 5 inch wick trailing from the top. When lit, the wick will burn down at the rate of 1 inch per turn. When it reaches the candle, the candle will detonate, dealing 2d6 damage to all in blast radius (15ft diameter). Wick can be cut to different lengths.

Smoke Pellet~ 10 silver. Favorite ninja tool; throw to the ground and fill the room with obscuring smoke. Attacks through smoke count as Impaired and attempts to flee from battle don't require a dex check.

Vision fluid~ 10 silver. A green glass vial filled with clear liquid. If liquid is ingested or fumes inhaled, Str save or spend 1d3 hours in catatonic, hallucinatory state.

Unreasonable Acid~ 10 silver. Glass beaker filled with bubbling purple fluid. 1d6 damage. Can melt through many mundane materials.

Archaic Poison~ Wax paper and twine package filled with white powder. Powder can be dissolved in liquids or mixed into food where it leaves a slightly sweet aftertaste. Lose 1 point of strength every turn for d20 turns. If not in combat, assume loss is every 5 minutes.

Thaumic detector~ 1 gold. A clear glass sphere filled with a crystal clear fluid and what looks like gold dust. The gold dust is pulled toward magic like iron filings toward a magnet and their movements can be used to find sources of magic.

First Aid Kit~ 10 silver. A box of clean bandages, needle and thread for stitches, casts and other general purpose medical supplies. Used to tend for someone with critical damage. Single use.

Mage Bane~ 20 silver. A glass flask of silver gas. When this gas is inhaled, it does d6 mind damage.

Magus Hound ~ 50 silver. Understands and follows commands, can speak a few words in a strained, growling voice. About as intelligent as a child. D10 for three stats, d6 damage

All-tongue Parrot~ 50 silver. Small parrot which knows and understands all human languages. Will translate in return for fresh fruit. Will not normally fight. D6 for stats, d4 damage.

Fodder~ 1 silver (per day) An orphan, whelp, former prisoner or other unwanted member of society. Carries a lantern and a vagabond's weapon. 2d6 stats, d6 hp.

Mercenary~ 5 silver (per day) a man with no talent but violence and no loyalty but to gold and

himself. 3d6 stats, d6 hp. Carries soldier's weapon.

Spell casting

Each player has a "Wizard level" in addition to their other stats. This starts out at 0 --all players begin as normal humans and then become wizards once they gain 1 wizard level-- and can go up to 10. In order to reach the next level, you have to kill a number of wizards equal to that level. Ie, to reach level 1, you have to kill 1 wizard. To reach level 2 you have to kill 2 additional wizards, and so forth. Reaching level 10, therefore, requires a total of 55 direct wizard murders. Only the player who actually kills gets the point towards advancement. Anyone with a wizard level of at least 1 counts towards this, including other players.

Your wizard level determines how many words you can use to describe what you want your spell to do. You can use any words you want, and up to or less than the number determined by your wizard level. The strength of the spell and exactly how it works is covered later.

The number of spells a player can cast in any combat session is determined by their Mind stat. Every point in Mind allows them to cast 1 spell. When a spell is cast, the number of mind points (that is to say, the mind stat score) the player has is reduced by one. Mind points can be regenerated 1 at a time via concentrating. However, concentrating is difficult and any sort of interruption will cancel the regain for that turn. Being attacked, touched, yelled at, or distracted in any way counts as an interruption. Mind points automatically return to normal once the player has had some time to rest and relax, assuming those points were lost due to spell casting and not due to stat damage from another source. In non-combat situations, assume that a wizard could cast their mind stat worth of spells - however many that is - about once an hour. If you use up all your mind points and hit zero in your mind stat score, it works the same way as if you took stat damage and reached zero. Eg, you roll on the insanity chart.

Defense from spells works two ways: direct spell canceling and spell resistance. Direct spell canceling is the act of neutralizing a spell via pure force of will. This cancels the spell entirely, not just for the target performing the cancel, but for anyone else that would be effected. This is done by expending mind points equal to the wizard level of the opponent. The opponent then does a mind save and if they fail, the spell is broken. This can be done at any time in a spell's duration, but it cannot undo the effects a spell has already caused. For example, if a wizard lights a house on fire then canceling his spell would get rid of the fire, but any damage the fire did would still exist.

Spell resistance is an individual wizard's capacity to withstand and resist spells that would directly affect his mind or body. Spells such as attempting to control his mind, turn his blood to poison, break his bones, replace his lungs with cats, that sort of thing. When a wizard attempts a spell like this, the target does a mind save. The spell only takes effect if this save fails. And in the case of continuous spells, such as mind control, the effected person can make mind saves every turn there after to try and break out. Like this, wizards become more vulnerable to such magic as they expend their strength casting spells, lowering their effective mind stat score.

GAME MASTER

How to GM

I'm gonna assume that if you're reading this you know the basics of how to run a game. You know the importance of telling your players what's around, setting up the scene, giving info and choices and so forth. This section will be about considerations specific to this game rather than how to be a good GM in general.

Stat scores:

The Stat scores of humans tend to be between 5 and 15, with 10 being the average. Remember that HP is not health. HP is a measure of a creature's ability to avoid taking actual damage, while the physical toughness of a creature is defined by its strength stat. A ninja that dodges around and never gets hit might have High HP and low Strength while a mindless brute of an enemy would have low HP but High strength. Humans and sapient beings will generally have more HP than animals.

Saves:

Saves are fairly obvious; they're just what you do when you want there to be a chance of someone failing something because it requires some degree of skill or is contested. Saves are the player's way of avoiding bad things and your way of making them earn an action.

Strength Save: These are for doing things or avoiding danger through the use of pure physical strength, toughness, or fighting ability. Even things you might think fall under dex (like avoiding a grab in combat) generally fall under here. This is your general purpose "battle" stat for everything that's not straight up flipping and running away and stuff.

Dexterity Save: This is about reacting to things, doing things very carefully, precisely or stealthily. Usually not used in straight up combat. If you wanted to do a flip off a roof and then hit a guy, that would be Dex, but just trying to strike precisely or similar actions would be str.

Mind Save: Used for magic, madness and speech. Convince someone, look at terrible terrible things without taking mind damage, and use magic for various things.

Luck:

Luck is basically a roll for situations where there is no stat or other thing to roll, but in which you want to introduce some level of randomness. For instance, if two characters are sitting around arguing loudly with each other, you can roll luck to see if their boisterous swearing attracts the attention of something unfriendly. A luck roll is a d6 roll. The higher the number, the better it is for the player, the lower the number the worse it is.

Damage:

D4 through d12 is used for almost all damage, with d20 used only for the most dangerous things. A d4 is the damage used for punching a guy. A d12 (or 2d6 usually) is the damage for a grenade going off. Being hit with a machete is d6 and shot with a rifle is d8. Try to balance things around these standards.

Turns:

Turns are never really defined in terms of absolute time, just in terms of being able to move and perform an action, within reason. What that means is really up to you but in general I like to think of it as 5-10 seconds. Enough time to run a short distance and do an attack.

Madness:

There are a lot of bad, weird things in the world and seeing them can be used to force Mind saves. If these saves fail, the general rule is to do d4 mind stat damage.

The World

WIZARDS! Is set in the world that remains after a magical apocalypse. No one who is still alive (and sane) can remember exactly how it happened, but magic was definitely involved and wizards are definitely to blame. Wizards are humans that have gained the ability to use magic and they have a few distinguishing characteristics:

A wizard can grow more powerful only by killing another wizard.

Increased magical power changes men; it warps their bodies and alters their minds

Overusing magic causes insanity.

The world before magic is a lot like our own; shoot for some time between the 1980's and 2000's. Around that time magic appeared in the world and the ability to drastically warp reality fell into the hands of men who would quickly become amoral, horribly deformed, mentally unstable murderers. What happened then varies depending on who you ask. Some say that the cold war went hot when Reagan, in the midst of a psychotic break, vomited lightning onto Gorbachev's face and then animated a bronze statue of Lenin that went on a 3 week rampage. Others say that the brilliant -and horribly sickened- minds of silicon valley attempted to use the early internet to create a single magically endowed computer god and instead shattered the fabric of reality by replacing the music of the spheres with the sound of a dial up modem. A few say that the power of wizards caused the governments of the world to collapse and that arcane warlords fought an endless battle of subjugation across sigil engraved wastelands. But perhaps it was none of these, or perhaps it was all of them at once.

The world left over after this magical cataclysm is strange. It isn't like your run of the mill nuclear holocaust where the world is a wasteland and people struggle to survive by chewing on irradiated rat corpses. Magical forests spread like cancer across the land, mystical standing stones pop up like weeds, ivory towers dot the landscape like the pillars of heaven and there are just about as many floating buildings as there are clouds. There are no radioactive craters, instead there are areas of unstable magic or dangerous arcane mechanisms or strange impossible materials that defy the rational explanation of a normal man. Ruins of the old world still exist, though they tend to be more grand and broken in more interesting ways. Nothing as simple as just being smashed down by a blastwave, instead they are being disassembled by rogue golems, slowly crumbling up into the sky, burning down every day at noon and magically repairing at midnight, and so forth. Raiders and mutants still gnaw at the edge of society, but this time the mutants are weapons of magical war left over and rampaging wildly or men who wandered too close to some enchanted knick-nack and found themselves transfigured into beasts. And the raiders are more often than not led by low level wizards with just enough power to be feared and just enough sanity to be cunning.

The world of WIZARDS! Is one where the main conflict is between the normal, rational human (and sometimes inhuman) citizens and the arcane, irrational and often unfathomable world that they inhabit. A man in WIZARDS does not worry about finding clean water so much as he worries about finding water that isn't inhabited by strange women who will throw swords at him while screeching about myriad contradictory prophecies. He worries about his crop of wheat not because of drought but because it might rain glitter-fluid instead of water and the plants might decide to get up and walk off. His son might be born as a wizard (god forbid). His dog might chase the wrong rabbit and bring martial Nymphs charging out of the forest. The old filing cabinet he scavenged from the

infinite office plaza labyrinth might contain files that, if looked at wrong, could cause him to tear the skin off his face. WIZARDS! Is a world of normal people struggling against extraordinary magical nonsense. And the tale of players slowly transitioning from one side to the other.

The Life of a Player

Players, being players, will not want to spend their days tending to the fields and living a relatively calm rural life. They will want to explore, get caught up in the actions of the world and its people, hunt for treasure, gain power and make a name for themselves. During the course of these events they will, basically inevitably, become wizards. All it takes is for them to kill a wizard to become one, and while wizards are not particularly common, a life of violence and high adventure will force a meeting sooner or later. And this is where things should get tricky.

Raiders are raiders and monsters are monsters, anyone who has played or GM'd a game should know how to handle these things, but enemy wizards should be characters and they should be equal parts cunning, homicidal and insane. A level 3 wizard has killed at least 6 other wizards to reach that power, so you can bet he's no slouch that got lucky. He knows the limits of his powers and he has learned clever ways to use them against his opponents. Any sort of honor or morality is quickly eliminated as only the most dangerous and clever of wizards can survive to reach decent levels of power. And while his goals or the rationale for his actions might be complete mush brained nonsense, his methods should be sharpened to a razor after the first few murders.

A wizard will not give you a straight up battle. He will not stand around and throw lighting bolts at a player until one of them dies. A wizard will use his minions (Magical or otherwise) to feel the opponent out and to weaken them. He will spy on the party to find out their weaknesses and attempt to turn them on each other or strike where they are vulnerable. He will use traps, set ambushes, and always try to use someone else to do all the fighting (except for the final blow against a fellow wizard). And if he feels like he is at a disadvantage or that he is going to lose, he will turn tail and run. A wizard only fights when he's positive that he can win, and even then he never fights fair.

And even if a player manages to kill the wizard and become more powerful, things should not become easier for them. Most of the time when a player increases in power it should be something that brings them fame. But in this game the only way to become more powerful is to become a more powerful wizard, and that entails being corrupted by magic. Wizards, especially more powerful wizards, bear the marks of their power in the form of mutations, tell-tales and all manner of strange physical and mental aberrations. Normal people will, understandably, be fearful, distrusting and even straight up hostile towards wizards, so players will face the dilemma of becoming more and more a pariah as they grow in power. Not only that but as a player grows in renown -or infamy- and their status as a wizard becomes more well known, they become targets to others. Wizards and those who wish to be wizards may hunt the players in an effort to steal their power.

And so the players may begin their lives as average adventurers, making their living doing quests and selling whatever meager treasures they can get their hands on. But as they grow in power they will be forced ever more onto the outskirts of society, hiding mutated bodies in cloaks or under the magical disguises, more familiar and at home in the magical wastes than in the once friendly townships of mundane men.

Interpreting Magic

The GM is in charge of determining everything about the spell, from power to the exact nature and how it acts. The strength of a magic spell is determined by a roll. Both the minimum and the maximum for the roll increases the higher the wizard's level increases. It is as follows:

1	Always 1
2	Coin flip, one side 1, the other 2
3	D6, with 1 and 2 counting as 1, 3 and 4 as 2, etc.
4	D4
5	D4+1
6	Same as 3, but use 2d6
7	Same as 3 + 1d4
8	2d4
9	Same as 3 but with 3d6
10	2d4 +2

The higher the number, the more powerful the spell. At 1, someone using the word "Death" or "kill" could *probably* wilt a flower. "Fire" could light a candle or a fuse, "warm" could take a bowl of soup from room temperature to a little below body temp, and so on. At 3, they should be doing standard wizardy things: Throwing fireballs, lighting bolts, summoning lesser demons or undead, controlling the actions of animals, transmuting materials, etc. At 5, they should be doing things like controlling the minds of average people, telekinetically hurling boulders, commanding the winds to let them fly, teleporting short distances, or conjuring elementals from existing materials. And so forth. 10, for context, is absurdly powerful. If someone uses "death" as their spell and gets a 10 it should kill everything in 100 yards that fails their mind save. There's no hard and fast rules for power level here; you're gonna have to use your best judgment depending on the situation and the spell itself.

Judging the amount of damage a spell does is kind of tricky due to the sheer variety of things people could do. In general though, the more powerful the spell, the larger the dice you should roll to see what it does. A d4 is used for the damage of fists, a d6 for crappy weapons, a d8 for standard weapons and a d10 for good ones. D12 or 2d6 is used for explosives, and d20 can be used for things like a boulder dropping on you. Some might even bypass hp and deal direct stat damage. Use whatever combination of dice makes sense to you with these things as a baseline, and keep a note of it. In my experience, it will be a little hazy in the beginning, but as more spells get thrown around, you'll quickly get a scale that works for you and your group. Rolling up stats for summons works much the same. Just remember that 3d6 is human, and add or subtract from there. There's a rough guide for statting summons in the grimoire section if you would like to follow that.

Regardless, how you as the GM interpret the action of a spell is going to be based largely on how the player uses it. If they say "heat" while staring at their bowl of cold soup then the magic should know that they want to heat their soup up, not just act as a magical space heater for the room. And, similarly, it should know that they want to heat the soup up to reasonable levels, not cause it to vaporize into superheated clam chowder steam that burns their face off. So long as the spell as a reasonable interpretation, you should go with it. If it isn't immediately obvious what they want, then go broad or diffuse. If you honestly can't figure out what they're going for or if the instability dice

(covered below) comes up as a bad roll, then you should attempt to make things go in the worst/most amusing way possible.

Instability

Magic, like those who use it, is inherently unstable. It's not a matter of if something will go horribly wrong, but when. Anytime anyone casts a spell; roll a d10. If it comes up 1, then the spell has gone unstable and backfires. This can mean almost anything, from the boring but effective result of it literally blowing up in their face and dealing damage, to it going monkey's paw and granting their desire but with horrible and ironic consequences. That 1, that bad roll, is your permission to fuck with your player in worst possible way. Within two limits: First, it has to be in line with the power roll they got. A guy who rolled a 1 cannot reduce a city block to ash. But he could burn his soup pretty bad and incite the rage of the tavern owner. Second, the backlash cannot straight out kill the user. It can kill people next to him, it can mangle him, or horribly disfigure or mutate him, or ruin a quest or destroy valuables or any other number of things, but it can't just be a "rocks fall and you die" moment.

There are two special cases here, both related to elemental alignment. If someone casts a spell that falls in line with their alignment and they're not in combat, then don't roll for that spell. If they cast a spell that directly contradicts their alignment (Ice aligned character using fire, bacon aligned character using salad, etc) then the chance of instability becomes 50% instead of 10% (eg, if they roll 1-5, the spell becomes unstable), regardless of if they are in combat or not.

Rules of Magic and the GM Brick.

People thinking of clever solutions or uses of magic is what you want to happen, both as a player and as a GM. You should keep it in mind when setting up the game: don't have an entire dungeon hinging on a locked door unless you say said door is magically protected. Otherwise the first thing a player will do is lean over and whisper "Unlock" into the keyhole. But also don't needlessly or punitively restrict people. Create clever situations that require clever responses in turn.

However, you do have to set some rules. This free form sort of magic allows for lots of freedom but it also means that people could, with a little thought, easily break the game. As such, this is a list of things that magic either can't do, or has limitations on.

1. Magic cannot Improve stats, even temporarily. Magic can be used to cripple or lower stats (though the ability to restore them should always remain because restoring to normal isn't improving) but it can't be used to boost stats. It can, however, be used to avoid saves. For instance, say someone wants to lift a heavy object. They could use magic to aid them in various ways (make the object lighter, make themselves stronger, have the magic lift with them, etc) and this would lower the difficulty of the action to the point where a save wouldn't be needed.

2. Cumulative effects cannot exceed level maximum effects. This is a little hard to explain but think of it like this: If I had a knife and used a spell "Sharpen" on it, then the knife would get sharper. But what happens if I do that 10 times? Could I make an infinitely sharp knife given enough time and patience? The answer is no, because that shit could break the game in minutes as some smartass player turns a firecracker into a nuclear bomb. The limitation on the effects of cumulative spells is the casting character's wizard level. Eg, if a character with wizard level 3 tries to sharpen the knife, he can never get it above the sharpness that a 3 strength spell would confer because a 3 strength spell is the highest he can cast. So if he said "sharpen" twice and got 1 on both strength rolls, it would have a sharpness equivalent to a single 2 strength spell. If he said it three times and got 1 each time, then it would have a sharpness equivalent to a single 3 strength spell. If he said it 10 times and got any combination of 1's, 2's, and 3's, then it still only has sharpness

equivalent to a 3 strength spell because that's the max he can do.

3. The number of simultaneous summons/mind controlled beings/ magical constructs etc. must be less than or equal to the wizard level of the controlling person. And each controlled NPC reduces the user's mind points by 1 so long as it is under his control. For example, if a wizard of level 5 and 10 mind points summoned up 4 skeletons, then his mind would effectively be 6 so long as they remained summoned. These mind points instantly return to their user if the summon is disbanded or destroyed. Magically created weapons, armor, and objects count towards this total too, as do "enchantments". So if you summon yourself a sword out of thin air, it takes a mind point to keep it around; and similarly if you make it so that your spear strikes with the power of lightning every time you strike, that will take 1 mind to keep active as well. The mind point "taken" is the one used to create the spell, so if you have 10 mind and summon a skeleton, you drop to 9 mind, because the point is expended to create the spell and then remains gone while the spell is active.

4. No summoned creature can use magic. A summoned elemental might be able to shoot flames or wind or water or something but nothing beyond that.

5. No cloning yourself or others. Or, if you really want to let them, make sure the clone is an NPC and has its own desires. Also, killing it won't count as killing a wizard.

6. No generating currency or valuable items for the purposes of selling. Considering the prevalence of magic in this world, you can be damn sure that any store owner is gonna have methods of checking that those gold coins you're handing them aren't transmuted lead or just conjured up out of nowhere. And they will be very unhappy if they find out you're trying to scam them.

7. Transforming yourself, in whole or in part, is possible, but requires you to expend one mind point each turn while in combat. If not in combat, assume it drains 1 mind point every 5 minutes or so. These transformations can effect your abilities (fly with wings for example), alter check requirements, and make you deal more damage or have natural armor, but they don't change your stats.

8. Overly vague or expansive spells will always fail. Something like "Win the lottery" or "I become king" cannot succeed regardless of the power the spell has.

9. No resurrecting player characters. Raising the dead is fine but treat them as any other summon; No magic, requires mind points to keep raised.

These will generally cover most problems, however it is almost inevitable that someone will think of a new and exciting way to break things. When this happens, give that character a "Smartass" award (A small gold medal that is actually worth a tidy sum if sold) and tell them to knock it off. You can either instate a house rule to prevent such things in the future or rely on them not doing it. However, if they keep doing it, use the GM brick. The GM brick is a mysterious brick that falls from the sky and hits the offending character in the head. It does 1d3 damage the first time. 1d6 the next, 1d10 the time after that, and 1d20 every time after that. The brick has "STOP" scribbled on the side of it with a sharpie.

Magical Artifacts

There are a wealth of strange things out in the world of WIZARDS!, artifacts of the magical clusterfuck that ended the world as we knew it. Remnants of ancient weapons, scattered staffs and magic wands and cursed rings and all manner of things. In some parts of the world you can't go 10 feet without tripping over crystal balls or prophecy spewing jade skulls or singing scimitars. Most are garbage, either too drained of power to do anything respectable or too unstable to be usable as anything other than a colorful method of suicide. The ones that do still work are often made of a magic subtly different from the one men use these days; one older, stronger and not prone to playing nicely with the current version. Magic items can't be meddled with, can't be recharged or pulled apart and used piecemeal. A magic wand throws the spells that were etched into it when it was created until it runs out of power and then it is just a fancy stick. Attempts to meddle with these things should always end in some variety of "fun". What makes artifacts so powerful is the fact that their spells do not follow the normal rules of player magic; they do not take mind points to cast, they cannot be broken via paying mind points to cancel them, and they do not rely on the user's wizard level to determine strength.

Magic artifacts, due to the permanent nature of their enchantments -- a feat which modern wizards can't seem to reproduce -- are valuable. Especially ones with useful or powerful effects. Artifacts are both an important source of income and a valuable arsenal to budding wizards and their expeditions to the dark and magically rotted corners of the world are equal parts hunt for other wizards and hunt for these objects. There's a series of example artifacts at the end of this text as well as a generator for making more. Ideally each quest should have at least one unique and valuable artifact in it while any wizard should have at least 1 artifact of varying power on him.

Roll Charts

Starting Gear

Possessions

Roll d6 to select column then d 20 for row. Do this 1d4 times.

	1	2	3	4	5	6
1	Snapped Military saber (d6)	Flame syrup	Unlit torch	Flask of high proof alcohol.	Guitar	A candle
2	Can of Spray Paint	Ancient dirty magazine	Box of razor blades	Magnet	Action Figure	Caltrops (D4 damage against unarmored feet)
3	Protective gloves	Heavy armor	Postcard	Pack of matches	Machete (d6)	Heretic Crusher (Weaponized holy book) (d6 damage)
4	Pocket knife	Mirror	Air horn	All-tongue Parrot	Romance Novel	An empty vase
5	Wig	Sewing kit	Collapsible pole	Vision Liquid	Flashlight	A man sized burlap sack
6	Necklace of human teeth	Ball point pen	Compass	Landmine (d12 damage)	Spool of steel wire.	A bag of marbles
7	Ice pick (d6)	Expensive clothing	Crutch	Magus Hound	Pillow	A photo album
8	Brass Knuckles (d6)	Empty Notebook	Smoke Pellet	Pickax (d6)	Screeching stone	Tire Iron (d6)
9	Butcher's Knife (d6)	Crowbar	Bo Staff (d6)	Screwdriver	Cage of song birds	A small lead bar
10	A fist sized quartz crystal	Bolt cutters	Halberd (d8)	Revolver (d10)	Pair of handcuffs	A 10 foot length of iron chain
11	Digital watch	Club (d6)	Archaic Poison	Bear Trap (D8 damage trap)	Standard armor	A bundle of feathers.
12	A small green gecko in a jar	Strange figurine	Ceramic jug of moon shine.	Pistol (d8)	A pair of waders.	10 days worth of rations.
13	Leather Jacket	20 ft of rope	Pack of Chewing Gum	Seeds	A bundle of incense sticks	A sharpened screw driver (d6 damage)
14	Music Box	Meat Cleaver	Map of	Unreasonable	A steel file	A small

	(d6)		surroundings	Acid		taxidermied animal.
15	Calamity Candle	Bell	Box of multi-color chalk	A dozen animal pelts.	Rapier (D10)	A large, empty mug.
16	Letter regarding a debt	Whistle	Gold ring	Claw Hammer (d6)	Hourglass in a metal frame.	A chunk of amber with an insect embedded in it
17	A lantern	Box of ammo	Pack of Cigarettes	Rope ladder (30 ft)	Jerry can of gasoline	An 8-ball.
18	Mask	Zweihander (2d6)	Flimsy Armor	Silver lighter	Box of bandages	A Staff
19	Bottle of pain killers	Hobby knife	A stack of CDs	Ream of standard copy paper	A black Gem (worth 1 gold, hard to sell)	A Wand
20	Box of flares	Wicker hat.	Nothing	Pendant	Shovel	A Grimoire

Starting Gear

Money

Roll d4 for row, and again for column.

	1	2	3	4
1	None	d 20 copper	20 silver	75 copper
2	d 10 copper	d10 silver	4d20 silver	50 silver
3	d20 silver	d4 silver	d10 silver, d100 copper	1 gold
4	d100 copper	2d6 silver	d6 silver, d10 copper	d100 silver

Starting Gear

Quirk

Roll d4. If you get a 4, roll on this chart for a Quirk. Roll d4 for row, and again for column. Or create your own with GM approval

	1	2	3	4
1	Sixth sense for impending danger	Prophetic dreams of varying accuracy	Mechanical limb	Poison Immune
2	Full body burn scars	Cyclops	Mute	Abnormally good sense of smell
3	Has a Limp	Very Religious	Third eye	Feels no pain
4	Unique Accent	No Memories	Abnormal Age	Silver Tongue

Insanity

Roll for the form of insanity a character descends into. Choose their wizard level for column, roll d20 for row. This should be done secretly between the player and GM, without telling the other players the result.

	1 and 2	3 and 4	5 and 6	7 and 8	9 and 10
1	Beat head against the ground for d4 damage each turn unless restrained	D6 damage each turn due to auto cannibalism unless restrained.	These bones in you are a problem. Gotta get them out.	Look through your belongings. If you are carrying any magical artifacts, you must use them. Use them all up, it doesn't matter on what. Then attempt to use up those of your companions. Then try to find more and continue	You regain all your mind points. You must expend them all as quickly as possible in aggressive actions against your teammates. Then go comatose.
2	Become terrified of light; attempt to run and hide in the dark. Ignore all other danger or risk.	Cut strange patterns into your skin. 1 damage each turn unless restrained. Marks are permanent	Ask the person next to you to tell you the first animal they can think of. Your character now believes they are that animal.	Pyromania overcomes you. You must burn the world down.	The magic has turned against you! Regain a point of mind each turn, but also take d4 damage. This continues till your mind points are back to full, or you die. Once it's over, consider the mind damage healed and the insanity gone.
3	Stand perfectly still, like a statue.	You are fragile, like glass. The slightest touch will shatter you.	You are going to fall up, right off the earth. You better hold on to something to prevent this.	You must be hurt. More and more, you must be hurt. Not by yourself or by circumstance, but by someone or something else.	Magic will not tolerate the weak. You must drain Str and Dex points in order to fully refill your mind stat. You can choose where the points come from.
4	Attempt to eat everything. Starting with actual food, and moving down in order of ease of consumption.	Every person you've ever killed is back. And they are angry.	You become insanely, violently, homicidally racist or sexist.	You become completely pacifistic, unable to harm anyone, or anything. And you will do your very best to prevent your teammates from doing harm either.	Your mind points return. Use them to summon monsters, the worst ones you can imagine. These monsters are hostile. Once you've summoned as many as you can, you pass out.
5	Strip naked and drop all possessions. Run in a random direction.	Attack the nearest friendly player or NPC. Use your weapons.	Break things. Break everything.	You must close all your orifices. Eyes sewn or glued shut, mouth plugged, nose stuffed. Survivability isn't an issue.	The voice of the old gods is in your head. Roll a str save. If you fail, take damage equal to your max mind stat and try again next turn. If you succeed, regain 1

					point of mind and cancel this insanity.
6	Begin scrawling nonsense glyphs on any available surface. Ignore everything else in favor of this.	It is unbearably cold. You can think of nothing but getting warmer.	Ask the person next to you to tell you the first animal they can think of. Then have your character attempt to murder them.	Everything must be put in its proper place and in a proper order. Your belongings, those rocks over there, and the creatures attacking you should be lined up in alphabetical order.	Remove your skin. All of it.
7	Sit down and start screaming. Don't stop screaming.	If you live, the world will end.	Your companions have been secretly replaced by shape-shifting abominations. Don't let them know you're on to them. Kill them when you can.	Your morals completely invert and become greatly exaggerated. Anything which is good is now evil, anything which is evil is now good. And you feel the need to act on this.	You must summon something. String together the most frightening series of words you can think of and cast it with an automatic maximum spell strength roll. This will summon a creature from beyond. You must serve it.
8	Attempt to grapple and hold the nearest living thing. If shaken off, do it again.	There is an eye in the sky and it is looking at you. The weight of its stare is crushing.	The sun burns your skin like acid.	Start breaking your fingers for d4 damage each turn. When you run out of those, move on to the arms and legs at d6 damage each turn. Then try the neck at d20 damage. Unless restrained.	Your mind points refill. You must use them to cancel the spells of your teammates. Once you run out of mind points, cancel this insanity and roll a new one.
9	Attempt to attack the nearest friendly player or NPC. Use your fists.	You are immortal! And you are eager to prove it.	Everything smells terrible! It's making you sick.	You must now follow the commands of anyone who speaks to you, to the best of your ability.	You must construct something. The instructions are in your head...it requires strange things in strange configurations. It is dark and unnatural. If you complete it, you get an artifact.
10	You are completely unchanged, except you believe your right foot is completely immovable and anchored to the ground.	The world is sharp, every edge is like a razor blade. Every bump is a spike. Every rough surface is a wall of razor wire.	Nothing. You are completely fine.	You become suicidal. But not by your own hand...someone else needs to do it. One of your teammates. But it doesn't have to be on purpose.	The ones beyond the veil demand sacrifices. Human. Living. Your companions will do. The method is unimportant but you have to be careful. You need three sacrifices.
11	You believe you are on fire. It can't be put out.	You hear the voice of god. And it commands you to do	Anything that anyone asks you to do, you must do the	All your teammates are injured. You can see their critical	Remove your own heart.

		something very strange.	exact opposite.	wounds but they seem not to notice. You have to help them.	
12	You believe your shadow has become malevolent and is trying to kill you.	Random natural textures and patterns are actually arcane script. You're hopelessly distracted trying to understand it.	You must sing continuously and loudly. You may not speak except to sing the lyrics of a song.	There are spiders everywhere. The ground is spiders. The sky is spiders. Your teammates are spiders. You hate spiders.	You won't need eyes where you're going. Might as well get rid of them.
13	There are ants under your skin. You have to get them out.	Begin mimicking the every action of the nearest living thing, so far as possible.	The gods demand blood. Lots of it. Or they'll destroy the world. It doesn't matter where it comes from, but they need it.	Run in a circle, gibbering uncontrollably. If anyone tries to stop you, attack them.	Your magic tears itself free of your body. You must fight it. Its stats are equal to your max mind stat. No one else can see it or harm it. It is a complete copy of you with all your gear. Neither of you can use magic.
14	Look for the nearest piece of furniture. You believe you are that thing now.	You believe you are dead.	The air is speaking to you. It tells you terrible secrets about your teammates.	You believe that everything around you is part of a massive and complex demonic conspiracy. Everything.	Perform a Strength save. If you fail, your magic goes wild and explodes out of you dealing d20 damage to you and everything around you. If you succeed nothing happens.
15	You can't breathe air, you have to breathe water.	You are a wagon wheel. You can only move via cartwheeling. Dex save to move, 1 damage each fail.	You are a monster. Whatever the last (or current) monster the team fought, you now believe you are one of those creatures.	That's it. You're going home. Nothing is gonna stop you. You're gonna walk a straight line straight back home.	Your teammates are your friends...but these villagers, these hired hands, these self important others...they sicken you to the point of homicide.
16	You're convinced the world around you is an amusing dream with no consequences	One of your limbs is evil. You have to remove it immediately. Each turn you must Attack yourself until you do critical damage or die. On critical damage, lose one limb.	You steal uncontrollably. Begin doing dex saves every turn, but do not tell the other players what they are for. Every successful save results in you stealing and hiding away some possession of another player. When you fail, they catch you in the act. Continue trying to do it each round regardless.	You have discovered the secret of magicless, wingless flight! And you are very eager to prove it the moment you see something like a cliff; or really anything tall you can jump off of.	You become unassailably optimistic. Everything is fine. There's a demon stabbing you and that's just great. You don't need to worry about anything anymore. Everything is gonna go just fine.

17	You believe Everyone hates you and wants you dead.	You are itchy. So itchy. So so itchy! 1 damage each round as you scratch off your skin, unless restrained.	Discard your weapons. Engage any and all enemies with nothing but your fists. Never retreat.	You are in danger. Mortal, extremely close, very personal, danger. But you don't know what it is. You have to figure it out.	Choose another player's character. It's now your mission to attempt to kill them and take their place without anyone noticing.
18	You realize you are a fictional character.	You are blind and deaf.	You have to count things. Everything. Nothing else matters; all you care about is knowing how many grains of sand there are here.	There is something inside you, something wriggling and crawling around in your guts, nesting in your belly. You need to get it out.	Grab a dictionary or find one on your phone. Your mind points regen to their normal max and you can cast spells again, but only using random words. No choosing.
19	You believe you are tightly bound, gagged, and restrained.	You do your very best to attract any hostile attention possible and bring it to your teammates.	You feel an unshakable guilt for any and all past crimes, no matter how small.	Your bones are singing. Singing and screaming. Constantly, louder and louder and louder.	You may continue to do magic, but each spell drains 1 stat point per word used.
20	You become uselessly introspective and ignore everything else.	You have to light yourself on fire. You will do your best to find a way to do this.	You become deathly afraid of the dark and will attempt to stay in the light, no matter what.	Your reactions have become glacially slow. You may still act normally, but any action taken must wait one turn before it is carried out. And you automatically fail any dex saves.	Roll a Str save. If it fails your head explodes and you die.

Magical Corruption

Whenever you gain a wizard level, roll here. d4 for column, d20 for row. If above wizard level 3, add +1 to the d4. The result is now a permanent part of your character. If a choice conflicts with any earlier corruption or other effects, is a duplicate of one you already have, or simply does not apply, reroll.

	1	2	3	4	5
1	Albino	Your voice becomes unnatural; like the buzzing of insects or chiming of bells or the scrape of metal on stone.	Light shines from within your body, escaping through your eyes, mouth and any cuts.	Grow thick hair all over your body.	Glowing runes appear and coat your body. +1 mind but humans who see them feel a profound fear and disgust towards you.
2	Your hands become those of an animal D4 1:Bird 2:lizard 3:mammal 4:insect	If any of your skin is exposed to sunlight, take d4 damage each turn as it burns.	Machines and mechanical devices break or fail to function when you are around them.	Your breath comes out as incense smoke.	Giant curved, ram like horns made out of your elemental affinity material sprout from your head.
3	Legs become boneless, slither to move.	One body part becomes horribly swollen and malformed.	You can no longer speak a human tongue. You speak the language of a type of animal instead.	One arm becomes demonic; over sized, unnaturally colored, long fingered with sharp claws. D6 unarmed damage.	Inverse blindness: Light obscures the world, while dark illuminates it.
4	Grow an extra arm +3 str	You do not walk, but float a few inches above the ground. You do not move any faster or get any special abilities other than not having to directly touch the ground in order to move over it. Move over ground, not over water or similar.	Your name becomes an anathema to you. If someone speaks it to you, you must do a mind save or take d4 damage. If it is inscribed upon a weapon used against you, you take twice as much damage and any critical damage is instantly fatal. This applies only to your true name.	Grow an exoskeleton (+1 armor)	You speak directly into the minds of others. You must have line of sight to do this.
5	You gain a crown of organic material; bone or fingers or tongues or ears or fleshy masses or some combination.	Wearing clothing is unnaturally stifling to you. -5 dex if clothed. Armor will not protect you.	Your mouth becomes unnaturally large, stretching from ear to ear and opening wide enough to swallow a human head whole.	Vultures, crows, flies, and other carrion beasts follow in your footsteps. If you stay in one area for more than a day, they will begin to congregate. They do not obey you.	In your presence, animals can speak in a human tongue. What they choose to say varies, if they choose to say anything.
6	You gain snake like fangs and a poison bite. The poison acts like archaic poison. Replaces unarmed attack. Deals d4	You develop a large hunched back and bowed posture.	Head becomes that of an animal. D6: 1:Bird 2:lizard 3:mammal	You grow a second face somewhere on your body. It speaks sometimes, and rarely says anything pleasant.	Your mind stat doubles, and for every point that would normally go into it, you get 2 instead. However,

damage as usual, and inflicts the poison.

4:insect
5:Plant or fungus
6:Fish

mind stat damage and mind points used to cast spells do NOT regenerate except when you do a complete rest. For the purposes of leveling, ignore this change so that you're still rolling against your normal undoubled stat.

7	Your hands are transformed into massive bone claws. D8 unarmed damage, can no longer wield weapons or use artifacts.	Your face is arranged in a very unnatural way. It still has all the parts of a normal face (Unless other things have changed this) it just has them in different places.	Your skin is covered in growths made out of the element you have an affinity to.	Your skin becomes completely transparent, displaying your underlying flesh.	You grow insect like wings on your back. Roll D6. If you get 5-6 these wings can be used to fly. Otherwise they're too small or weak to be used.
8	You have a constant dull glow emanating from your body. You can hide it with clothing, if you completely cover yourself.	You constantly leak out or produce a small amount of your elemental affinity from across your body.	You are inhabited by a magical parasite. You can trade points of Strength to refill your mind stat from both stat damage and points lost via spell casting.	Eyes sprout up all over your face, neck and shoulders.	You develop a powerful bloodlust. You cannot retreat from battle and will continue to fight even with critical damage until the enemies are dead, or you are.
9	Weapons made of silver do double damage to you.	A limb becomes shrunken, atrophied and black. -3 str if arm, -3 dex if leg.	You may only eat raw meat. Eating plant matter or cooked meat deals d4 str damage to you.	You must always lie when you speak or communicate.	Blessed or sacred objects from any faith deal double damage when used as a weapon against you.
10	Your blood is replaced by tiny insects. Anyone who looks carefully can see them crawling under your skin, and they swarm out when you are injured.	You are nocturnal. You can go out during the day but suffer a -1 to all stats while the sun is up.	The sound of chimes or bells follows you. It's not apparent where they come from, they seem to come from everywhere. They are not very loud, but are easily heard if you listen.	You emit a horrible and meaningful stench. Like the smell of rotting meat or burning gasoline or toxic fumes.	Your shadow moves independently of you and often takes on horrible, monstrous shapes. It remains "attached" to you, however and acts like a normal shadow otherwise.
11	Your touch causes pain. Nothing terrible, but very obvious.	You feel a compulsion to take a trophy or souvenir from every enemy you kill. Something unique, like a body part.	You become mute.	Magic using your elemental affinity no longer has an instability chance, but magic with anything else always has a 50/50 chance of becoming unstable	Every time you kill anything- animal, man, construct- a new scar appears on your body. Those who see the scar will instantly know its significance.
12	You appear horribly burnt and shriveled,	You become blind.	Your tongue becomes greatly	Horrible Acne	Upon critical injury, you simply explode

	like a mummy that has been through a kiln. This does not affect you in any way other than cosmetic.		elongated and split, like a serpent's tongue. You hiss your words and the tongue flicks out on it's own, occasionally		in a burst of magic. Deal d20 damage to everything around you, but die in the process.
13	Whenever you speak, do a mind save. If fail, you swear and insult other party uncontrollably.	Your unarmed blows deal direct mind stat damage instead of normal damage. Your hands become skeletal and glow.	On nights with a full moon, you gain +3 to strength.	You must inflict some form of self harm after each spell you cast. They must deal at least 1 point of damage.	You become fragile. Take 1 extra damage from all physical attacks.
14	Each time you use a word to create a spell, that word is magically branded upon your skin. If you use any of those words again, take 1 str damage for each used. (does not count for elemental affinity word)	Domesticated animals fear you, and will cry out or run from you. This doesn't apply to wild beasts.	Your hair is replaced by fleshy tentacles ending in human mouths. These mouths speak independently of you. And are generally very rude.	You appear perfectly normal to adults, but children (anyone below 10 or so) will see you as frighteningly monstrous. Effect is lost if you act using any inhuman parts or actions, but is only lost to those that see it.	If you ever sell anything or give anything away or in any way part with any material belonging you've ever found or otherwise acquired, do a mind save. If you fail you must either keep it or try your best to get it back.
15	You become extremely vulnerable to the opposite of your elemental affinity. It deals triple damage.	You become strangely uncanny to all who see you. They can't say why, but your very presence is unsettling to them.	Doing damage to you causes your attacker to be assaulted by terrible visions. Mind save or they flee. Only affects an attacker once. If they succeed they do not need to do the save again if they continue attacking.	Through cannibalism of the heart and brain of humans, you can gain access to their memories.	You are surrounded by a thin black mist which seems to temporarily form distorted human faces before dissolving into nothing.
16	Your skin becomes an unnatural color.	Your skin breaks out in horrible sores and pustules. These never heal.	Your skin flows seemingly of its own accord, like water across your body. Tiny waves and the movement of hair, freckles and other skin markings are immediately visible.	You become an anthropomorphic animal or creature D6: 1:Bird 2:lizard 3:mammal 4:insect 5:Plant or fungus 6:Fish	A magical rune appears on your forehead. Your HP is doubled (as well as all future HP gains) but all enemies will always target you first.
17	In order to do any kind of magic, you must perform over the top gestures or actions as you do it. If you do not do this, it will always go unstable.	Several tentacles sprout up out of some part of your body. Lower saves for any action dealing with grabbing or holding.	Sprout a third eye in your forehead.	If you make a promise, you must fulfill it. If you do not, take d4 damage each turn until you continue trying to complete the promise. If you somehow make the promise impossible to complete, take	Any luck rolls related to you specifically have a penalty of -2.

				d20 damage.	
18	Your blood becomes acidic. When you are injured, deal 1d6 damage to your attacker and anyone nearby.	Magical artifacts react poorly with you. Each time you use one, deal d4 damage to yourself due to feedback.	You must always tell the truth, as far as you know it.	You cannot use any item that was made by anyone other than yourself. This does not include raw materials, just finished items .	Find an item in your inventory. It can be anything. This is now the source of your magic. You cannot cast anything without physically holding this. And if it is destroyed, your wizard level reverts to 0.
19	Your appearance becomes childlike, both in terms of your physical appearance and your size. Traits, mutations and injuries remain the same, just applied to this new, smaller body.	You become unnaturally skinny, beyond emaciated. -3 str, +3 dex	You become short, stout and heavily muscled, like a midget gorilla or a body building dwarf. -3 dex, +3 str	Casting magic is particularly hard on your body. Each time you cast, do a strength save. If you fail, you take d4 damage. You have some obvious sign when this happens, such as a bloody nose.	Your body becomes more muscular and your skin becomes dark and thick like leather. +2 strength
20	Your body becomes flexible and moves smoothly and silently, like a snake on silent little cat feet. +2 dex	You may shed your skin in order to change your appearance. This takes a complete rest to do.	By eating the heart of a creature which you have recently killed, you can regenerate 1 stat point in any stat. Your teeth become long and sharp.	The hair on your head falls out and your skull swells into an elongated shape. +2 mind.	Absolutely nothing happens.

Magical Artifacts

Wands

Wands are akin to magical guns. They fire one particular spell a certain number of times and then are spent. Roll on all the charts below to build a wand. The materials charts it mentions are at the end of the magic artifacts section.

Size

Determines size of wands and number of shots it can fire. Roll d10.

1	2 or 3	4 to 7	8 or 9	10
Very Small, single shot	Small, d4 shots	Medium, d6 shots	Large, d10 shots	Very large, d20 shots

Spell Form

What the spell comes out as. Roll d4 for row and then for column. Certain forms, such as auras or spreading mist or orbiting orbs, persist for the entire length of combat or 10 minutes outside of combat.

	1	2	3	4
1	Beam	Mortar	Cutting disk	Grasping Tendrils
2	Ball	Explode around	Full-body Aura	Grenade
3	Crawl	Erupt from ground	Fist aura	Shield
4	Scatter shot	Stream	Orbiting orbs	Spreading Mist

Modifier

Roll d10. On 10, roll on this chart to add a modifier to the spell form. D4 for column and again for row.

	1	2	3	4
1	Viral	Small	Caustic	Homing
2	Explosive	Fast	Incendiary	Strong
3	Many	Slow	Noxious	Weak
4	Large	Luminous	Expanding	Fluid

Wand Detail

Roll d4, on 4 roll on this chart to give the wand a special detail. D8 for row, d4 for column.

	1	2	3	4
1	Some kind of metal ornament attached to the top	A metal cap attached to the top	A metal handle	Some sort of animal part or parts (bones, skull, teeth, feathers, etc) have been hung on it via thread or sinew.
2	It is wrapped in	It is an odd shape, more	It appears to be badly	Has a strangely

	brightly colored cloth.	like a talisman than a wand	burnt or degraded.	organic appearance.
3	Covered in decorative elements made of a precious metal.	Crystals have grown over a good portion of it	It is engraved with strange runes	It has a curling double helix shape
4	Metal wire is coiled around it	A metal ring is attached to the end of the handle	It has an undulating shape	Knobby appearance
5	The end is sharpened to a needle sharp point (functions as weapon, d4 damage)	Has a tight wrapping of cord around the handle.	It is engraved with strange designs	Has a lock of hair attached to it.
6	Surrounded by an ethereal haze	It glows faintly	Covered in growing, living flowers or plants.	Covered in spikes or thorns.
7	Fitted with a large jewel or crystal at the tip	Vibrates slightly	Wrapped in strips of paper covered in runic writing.	Is unnaturally hot or cold
8	Causes skin to blister and bleed while held.	Has a thin chain attached to the handle	Studded with metal Knobs	Has a braided appearance.

Wand construction material

This is the material that the wand itself is made out of. Roll on this chart 1d4 times, those are the materials your wand is made of.

	1	2	3	4	5	6
1	Branch	Gold	Bone	Obsidian	Cherry Wood	Flesh
2	Strange Metal	Silver	Feather	Ivory	Ebony	Crystallized Mercury
3	Steel	Copper	Antler	Jade	Elm	Amber
4	Iron	Bronze	Crystal	Ash Wood	Walnut	Clockwork
5	Stone	Glass	Tooth	Oak	Solidified Fire	Platinum
6	Unmelting Ice	Porcelain	Tin	Mahogany	Carapace	Wax

Magic material

This is the “stuff” that the magic is made of. The spell “Lightning bolt” would have “lightning” or “electricity” as its material. Roll a d10. On 1-7 roll on the magic materials table (found at the end of this section) once. On 8-9, roll twice. On 10, roll 3 times.

Magic Power

Think of this like the spell strength roll you have for player spells. Use the same rules. Roll d20.

	1	2 to 3	4 to 12	13 to 17	18 or 19	20
Spell strength	2	3	4	5	6	7

Staff

A staff is different from a wand in that it offers more control. Wands fire off the same spell each time with no variation. A staff, instead, allows a player to *control* a specific material; such as how a pyromancer controls fire. Simple things, such as forming simple shapes or just hurling chunks of the controlled material require no roll. Complex actions should require a mind save. Some staffs can generate the material they control; this uses up one of the staff's charges and counts as an action, just as controlling the material uses a charge and counts as an action. The amount produced and the amount the staff is able to control is the same. Several of the roll charts used for staffs are the same as wands, so to save space I've just directed you to use the wand charts rather than reprint them here.

Size

Determines size of the staff and number of times it can be used. Roll d10.

1	2 or 3	4 to 7	8 or 9	10
Very Small, single use	Small, d4 uses	Medium, d6 uses	Large, d10 uses	Very large, d20 uses

Strength

This is how much material a staff can control with any 1 action. Roll d4. On 4, the staff can also produce up to this much material as an action. Roll d20 for this chart.

	1	2 to 3	4 to 12	13 to 17	18 or 19	20
Strength	6 inch cube	1 foot cube	1 meter cube	2 meter cube	3 meter cube	5 meter cube

Controlled Material

The material that the staff controls. Roll a d20. On 1-17 roll on the magic materials table (found at the end of this section) once. On 18-19, roll twice. On 20, roll 3 times.

Detail and Construction

Same as wand.

Grimoire

Grimoires are magical tomes which allow creatures to be summoned. They have a varying number of creatures which can be summoned without counting against your mind stat, but each creature can be summoned only once. If the creature dies or is de-summoned, it is gone for good. All creatures have stats determined by the power of the book. Roll to determine the nature of the book and then as many times on the creature tables as necessary.

Color

Roll d4. On 3, use 2 colors. On 4 use 3. D6 for row and again for column

	1	2	3	4	5	6
1	Amber	Gray	Jet Black	Ulfire	Ivory	Silver
2	Gold	Auburn	Scarlet	Umber	Clay Red	Terra cotta
3	Green	Xanthous	Bronze	Vermilion	Lime	Cerulean
4	Purple	Indigo	Sea Green	Violet	Ultramarine	Periwinkle
5	Aqua	Iridescent	Mahogany	Teal	Emerald	Ginger
6	Red	Rust	Metallic	Turquoise	Cream	Matte Black

Detail

Roll d4. On 4, roll once on this table to give the grimoire a detail.

	1	2	3	4
1	Image of some sort of horrible creature embossed on the front	Covered in heavy chains	Appears to have been stabbed repeatedly	Bound with bone panels and suspicious tanned skin.
2	Large metal decorations affixed to front	Heavily reinforced with metal bands and corners.	Leather bound and embossed with intricate designs	Has thick sheets of pale leather for pages instead of paper.
3	Held closed with several metal clasps	Has a long carrying chain.	Has several metal nubs on the cover and back	Has a patterned metal cover
4	Has odd, asymmetrical proportions	Very long and thin or elongated.	Filled with random Doodles	Image of some sort of arcane symbol embossed on the cover
5	Several large jewels or crystals affixed to it.	Covered in glowing runes	Crackles intermittently with electricity	Small bones hung from it with sinew and thread
6	It floats several feet above the ground when not held.	It is very very small or very very large	Has some kind of body part nailed to it.	Appears to be a living organism.

Number of Summons

Each Grimoire has a certain number of summons contained within. Once summoned, a creature can not be summoned again. Once all summons have been used, the Grimoire's power is expended. Roll d10.

1	2 or 3	4 to 7	8 or 9	10
1 summon	2 summons	3 summons	4 summons	5 summons

Strength of Summons

Roll d10 here to determine the dice used to roll for the creature's stats, the dice used by the creature to deal damage, and the size of the creature.

1	2 or 3	4 to 6	7 to 9	10
1d10 stats, d4 damage, No HP, Size of a large dog	2d6 stats, d6 damage. No HP, Three or Four feet all	4d4 stats, d8 damage. D6 HP Size of an average man	3d6 stats, d10 damage. 2d6 HP, Size of a cow or horse	5d4 stats, 2d6 damage. 3D6 Hp, Size of an elephant.

Summoned Creature

Creatures summoned by Grimoires are odd chimeras, sometimes of a strange construction. Roll d4 times on the creature table and mix those creatures together into a single mutant beast. Then roll d4 again, and if you get 4, then roll once on the magic materials chart. The creature is made of that material instead of normal flesh.

	1	2	3	4	5	6
1	Adder	Alligator	T-rex	Axolotl	Boa	Bullfrog
2	Human	Chameleon	Iguana	Cobra	Gecko	Salamander
3	Snapping Turtle	Tarantula	Rhinoceros	Flatworm	Whale	Isopod
4	Horseshoe Crab	Jelly Fish	Lobster or crab	Eel	Manta Ray	Squid
5	Falcon or Eagle	Crow	Parrot	Vulture	Ostrich	Peacock
6	Bat	Boar	Baboon or Chimp	Gorilla	Armadillo	Bison
7	Cat	Lion	Naked mole rat	Donkey	Elephant	Pig
8	Ferret	Goat	Rabbit	Porcupine	Horse	Jackal or Hyena
9	Dog or Wolf	Bear	Ant	Wasp	Moth	Cicada
10	Praying Mantis	Cockroach	Scorpion	Fungus	Spider	Kangaroo
11	Giraffe	Hippo	Tick	Shark	Rooster	Rat
12	Moose	Elk	Owl	Fly	Tortoise	Angler Fish

Magic Materials

This is a list of magical materials, the substance that magic is made of. Force lighting, for reference, would have the magical material “Lightning” or “electricity”. D4 for column, d20 for row.

	1	2	3	4
1	Bone	Diamond	Plant	Tar
2	Dirt	Gasoline	Fungus	Living Plants
3	Steel	Hydrogen	Fire	Shadow
4	Stone	Mercury	Air	Laser
5	Iron	Silver	Electricity	Shockwave
6	Copper	Gold	Dry Ice	Frost
7	Paper	Blood	Chitin	Vacuum
8	Cloth	Flesh	Crystal	Light
9	Plastic	Smoke	Obsidian	Rope
10	Wood	Fiberglass	Sound	Oil
11	Glass	Bleach	Superglue	Paint
12	Rubber	Rope	Acetone	Bees
13	Ink	Candy	Amber	Disease
14	Wax	Coal	Rare earth magnet	Cephalopod
15	Alcohol	Tungsten Carbide	Hair	Sun matter
16	Sand	Lead	Thermite	Clockwork
17	Aluminum	Leather	Viscera	Arcane Energy
18	Concrete	Cardboard	Aerogel	Chlorine gas
19	Sulfur	Styrofoam	Lava	Ectoplasm
20	Water	Porcelain	Poison	Acid