

SPELLBOOKS & WIZARDS

USING SPELLBOOKS

When you have a *Spellbook*, you can spend time and resources between adventures to study it. You need gold to gain access to the right library or laboratory to do so. For each *Bag of Gold* spent this way, roll a D4, you gain a scroll of the corresponding spell in the book. You can use a scroll to cast a spell with a free *Magic Die* (MD), upon which the scroll turns to dust.

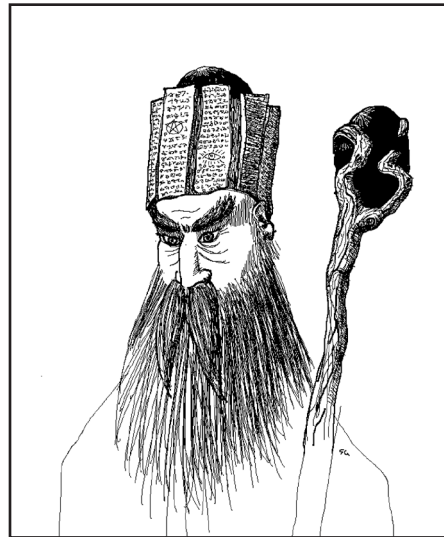
If you spend the equivalent of a *Treasure* studying it, you can level up as a **Wizard**. When you do so, in addition to normal level up benefits, you gain one MD, the cantrips contained in the spellbook and you permanently learn one of its spells. Roll a D4 to determine which and add it to your *Psyche*. If you already know the spell, roll again.

CASTING SPELLS

You need *Magic Dice* (MD) to cast a spell. Whenever you cast a spell, you choose how many MD to invest into it. The result of the spell depends on the number of [dice] and their [sum].

If a MD's roll is a 1, 2 or 3, you don't lose it. Otherwise, you lose the die until you rest.

Be careful though, because every time you roll doubles you get closer to catastrophe: when you do so, gain 1 Doom Point for each pair. Roll a D20. If you roll equal to or below your doom score, you die. Triples give 3 Points, and quadruples, 6.



MAGIC USERS & SOCIETY

Magic is a dangerous, unpredictable and unsettling force. It is little wonder, then, that the populace regards its wielders with wary suspicion. The **Church**, for its part, is swift to denounce them as heretics and maintains an entire branch of the Inquisition devoted to their surveillance and suppression. **Aristocrats** are, as a group, more intrigued by the allure of arcane power. They seek to control it through a web of strict laws and regulations. Only licensed practitioners are permitted to wield it openly, and they are bound to serve the noble houses' interests. A fortunate few magically gifted **commoners** may elevate their station this way by entering into service as court wizards. Most, however, find themselves cast out: reduced to outlaws or recluses, lingering on the fringes of society.

WIZARD PC

You have studied a lot to get the powers you have. Yet these powers have alienated you from most of the population and the Church. Now, you have to prove your usefulness to avoid the stake.

STARTING SKILLS

Arcana and choose one of the following:

- *Alchemy*
- *Botany*
- *Charlatanism*
- *Court Intrigue*
- *General Knowledge*

You also know the spell *Maleficence*.

STARTING EQUIPMENT

A *Spellbook* of your choice, *Ink & a Quill*, as well as your choice of two of the following:

- *Telescope*
- *Wizard Staff* (Break to regain all MD)
- Roll on *Goblin Punch's d100 Alchemy & Oozes* table
- *Encyclopedia* on the subject of your choice

WIZARD LEVELS

You can only level up as a wizard by using a *Spellbook* and you start the game having already studied your *Spellbook* once. For each wizard level you have, you gain one MD.

See next page for a basic *Spellbook*.

WIZARD NPC

Encounter: 1

Biomes: Urban, All

Omen: Herbal smoke or arcane puff

Disposition: Curious

Scholarly sages that have studied and mastered the dangerous art of spellcasting.

Hit Points: 13 (3 HD)

Armor: none

Hit it: normal

Dodge it: normal

Magic: hard (3 MD)

Move: normal

Senses: normal

While a wizard is not incapacitated, it blocks the *first attack that hits it* each round with an arcane barrier. Out of combat, it can cast basic and scrying-themed spells.

Attacks

Magic Missile. The wizard inflicts 1D4 damage to two targets.

Spellcasting. Call *Lightning*, *Polymorph*, *Teleportation*, *Invisibility*.

LOOT

Each wizard carries a *Spellbook* and ... (roll 1D6 three times)

1. Nothing.
2. Nothing.
3. A purse of *Opium*.
4. A *Potion of healing*.
5. Roll on *Goblin Punch's d100 Alchemy & Oozes* table.
6. A random *Spell Scroll**.

*Go on saltygoo.github.io for a list of 300+ spells

PRACTICAL CODEX

SPELLBOOK

Mass-produced folio passed-down by students.

Magic has traditionnaly been thought through disparate master-apprentice relationships. In an effort to consolidate arcane knowledge in the capital, the high-wizard has established imperial colleges where multiple students can be thought a standardized curriculum, such as the one compiled in this codex for adventuring students.

Basic Cantrip

You can manifest your *Official License* to practice magic. This should calm most overzealous priests and bureaucrats.

Scaling Cantrip

Each time you level up as a *Wizard* through studying this book, choose one item in your inventory, from now on, this item can glow like a candle when you will it.

The Codex's Spells

1. Blade Ward
2. Illusory Veil
3. Prestidigitation
4. Second Sight

Blade Ward

This spell can only be cast if you are about to receive damage from an attack you can see. For a brief moment, an invisible barrier appears around you and you take [sum] less damage from it.

This spells notoriously does not protect from poison, strangulation, and backstabbing, all mage-slayer favourites.

Illusory Veil

Range: Touch
Duration: [dice] hours

You cloak the object in illusion, making it appear as another object of the same type. An apple could be disguised as any other type of fruit; a table could be disguised as any other type of furniture. A humanoid can be disguised as any other humanoid of comparable size. This only extends to the visual properties of the object.

The maximum size of the object depends on [dice]: **1)** human-sized, **2)** wagon-sized, **3)** tavern-sized, **4)** ship-sized.

You can invest 2 extra [dice] into this spell and make it permanent. Doing this costs an inventory slot.

Adapted from the Coins & Scrolls OSR blog.

Maleficence

Range: 120'

Your maleficence is unique and reflects your own essence: It's an outpour of magic that inflicts [sum]+[dice] damage to one target. When you first choose this spell, decide or roll which elemental shape it has. You might find different types of Maleficences during your adventures and learn them.

Adapted from Wonder & Wickedness.

Many a fortune-teller makes a living from revealing and interpreting elemental signs.

1D20 Magical Elements

1. Sound
2. Sand
3. Flames
4. Water
5. Magma
6. Cold
7. Ooze
8. Gas
9. Psychic
10. Rot
11. Light
12. Iron
13. Electricity
14. Steam
15. Gold
16. Bones
17. Ash
18. Vacuum
19. Roll twice, choose one.
20. Roll twice: it's both at the same time.

Prestidigitation

Range: 30'
Duration: 1D6 rounds

You conjure rapid color flashes from your open hands. 1 + [dice] creatures seeing you become *dazed*.

Conjuring sparks of light is one if the easiest tricks in the book, even for the most talentless sideshow illusionist. Countering this spell is even easier: just hold a mirror.

Second Sight

Duration: [dice] x 10 minutes

To the second sight, spellcasters radiate the presence of their known spells and enchanted items crackle with energy. Enchantments reveal [dice] aspects of their nature and invisible and ethereal things can be seen.

You can invest 2 extra [dice] into this spell and make it permanent. Doing this costs an inventory slot.

Adapted from Wonder & Wickedness.

Bearers of the second sight are often overwhelmed by all that is invisible to common mortals: harmless ghosts stuck in their old routine, curious house fairies peeking through the floorboards, minor elementals dancing in the wind, etc. This makes them seem aloof to those who speak to them.