

ARCANE STUDIES TABLE – WIZARD

For Wizards and other arcane spellcasters: in town and once per session a PC may spend 1d4 x 60 gp on food, drink, ingredients etc., gaining XP equal to the result of the d4. Rolling a gp cost greater than the carouser can afford results in owing money to unsavory NPCs and/or PCs, a matter which can be used as an adventure seed by the Judge. The actual length of time spent studying could vary from a single night to, say, a week of delving (Judge/player discretion).

In any case, make a 1d30 roll + the PC's Luck modifier and consult the table below (possibly gaining additional XP to those outlined above. Judges should adjust the suggested XP awards etc. to better fit their game):

WIZARD CAROUSING TABLE

Roll	Event
>1	<p>Too Late. After studying a collection of dusty scrolls, you followed the arcane alchemical processes they detailed to the letter, but too late have learned of the terrible flaw in the formulae within – or maybe you were just a bit too much in your cups. Gain 15 XP, and roll 1d10 on the following table to learn your fate after drinking the potion:</p> <p>(1) Permanently lose (roll 1d4): (1) a point of Sta; (2) 1 HP; (3) a point of Agi; (4) a point of Str.</p> <p>(2) Roll on the Greater Corruption Table.</p> <p>(3-4) Roll on the Major Corruption Table.</p> <p>(5) Roll on the Minor Corruption Table.</p> <p>(6) Pick a 1st level Wizard spell at random, and roll an associated corruption effect.</p> <p>(7) Pick a 2nd level Wizard spell at random, and roll an associated corruption effect.</p> <p>(8) Pick a 3rd level Wizard spell at random, and roll an associated corruption effect.</p> <p>(9) Pick a 4th level Wizard spell at random, and roll an associated corruption effect.</p> <p>(10) Roll twice on this table, and apply both results.</p>
2	<p>Trashed. You intended to devote yourself to studies, you truly did, but alcohol overcame arcana. Roll again on the <i>General Carousing Table</i>...</p>
3	<p>Mob Rules. Your dark ways have the unwashed masses screaming for your blood, and you have found yourself the victim of an attempted lynching. Make a Luck check. On a success, you escaped nimbly and gain 10 XP. On a natural 1 (the best result) you also gain 1 point of Strength or Agility (max 20), your choice. On a failure, you were badly beaten and nearly lynched and have spent the last few days abed healing, and begin this adventure with only 1d3 HP.</p>
4	<p>Wicked World. That charlatan tricked you, and the “ancient writings” that seemed at first glance to be so promising turned out to be nothing more than clever forgeries! Lose all coin and non-magical treasure. Gain 5 XP.</p>

5	Immaculate Deception. The young boy seemed a promising candidate for apprenticeship, but it was just a scam, and now he has robbed you blind and run off! Lose 1d6x100 gold and treasure (or whatever you have available) as you plot revenge. Gain 5 XP.
6	Conjuration. The summoning detailed in that ancient scroll you acquired was no mere mummery, but opened a portal beyond the stars! Make a Luck check. On a success, you managed to abort the summoning in time. On a failure, you were nearly torn limb from limb by an unspeakable eldritch horror. You start with only 1d4 HP remaining and -2 Int (returns as normal). Either way, gain 8 XP.
7	Come To The Sabbath. Your occult researches have led to trouble (even if you are affiliated with the entity in question) with one of the local cults, Judge's choice or roll 1d6: (1) Bobugbubilz; (2) Cthulhu; (3) Nimlurun; (4) Azi Dahaka; (5) Hecate; (6) Trisdeus. Make a Luck check. On a success, you managed to flee the cult's sanctum without being identified. On a failure, the cult knows your face and name, and seeks revenge for your sacrilege in the very near future. Gain 9 XP either way.
8	Miracle Man. A wandering "sorcerer" from foreign lands promised you keen insights into matters arcane, but he proved a fraud and a sham, and his "lessons" have simply left you penniless. Lose all coin and non-magical treasure, but gain 8 XP. Make a Luck check; on success you might still be able to track him down and take vengeance.
9	The Wizard. You procured an apprenticeship with a local Wizard, but greed overcame you, and you fled into the night with a collection of purloined writings. Make a Luck check. On a success, the writings contained no mere gibberish but true magic. Roll a random 1st level spell. You may elect to learn this spell (if you have unused slots left) either now or when you next gain a level, with the "Powerful Caster" (+1d) Mercurial Magic effect. On a failure, the writings were vague and useless. Either way, the Wizard you betrayed will certainly be seeking revenge soon. Gain 10 XP. Determine his identity by rolling 1d4: (1) Mirifex the Formless, dreaded transmuter of all things; (2) Bhaal the Baleful, Shadowless Sorcerer; (3) Vecna the Abjurer, Keeper of the Cold Star; (4) Gargamel the Venomous Warlock.
10	Welcome To Your Funeral. Over drinks with another would-be master of the arcane arts, you fell first to bragging and then to insulting. Now, you have been challenged to a sorcerous duel by the 1d5-Lvl Wizard to resolve the quarrel. You are expected to appear for the duel just outside town, at dusk this very day. If you attend and win, gain 20 XP.
11	Don't Turn Your Back... You have become the target for a group of thieves, who think you possess ancient and valuable treasures. Make a Luck check. On a success, you have avoided robbery through wariness and a bit of luck; gain 5 XP. On a failure, you are badly beaten and robbed: lose all coin and non-magical treasure, and make a Luck check for each magical item. On a failed check, that item has also been stolen. Gain 10 XP plus 1 XP for each 50 gp stolen (rounded up) plus 30 XP for each magical item purloined. Start the game with just 1d6 HP.
12	Cryptic Writings. Days of searching have turned up an ancient scroll that offers cryptic clues about arcane knowledge hidden in the nearby forested ruins. Gain 6 XP.

13	<p>The Talisman. Through diligence and effort (or perhaps simple theft), you have come up with an amulet that seems to offer some humble magical protection. Gain +1 Luck as long as you have this charm. If you ever lose it, also lose -2 Luck at once.</p>
14	<p>A Secret. Your arcane researches have possibly yielded a minor breakthrough. Make a DC 15 Intelligence check. On a success, gain 7 XP. You may also opt to re-roll the Mercurial Magic effect for one spell you know, with a +20 bonus, but are stuck with the result. On a failure, gain 4 XP. Either way, lose treasure and coin equal to 2d6x50 gp, up to the full amount of your wealth.</p>
15	<p>Spellbound (By The Devil). Some useful noble fool fancies himself a student of the dark arts and has heard (rightly or wrongly) of your many occult secrets, and is willing to pay you for your advice and rare insight. Gain 6 XP and 1d10x50 gp.</p>
16-21	<p>United Abominations. You have, by selling your labor and through no small amount of coin, purchased a short apprenticeship with a local sorcerer. Determine the wizard's identity by rolling 1d4: (1) Mirifex the Formless, dreaded transmuter of all things; (2) Bhaal the Baleful, Shadowless Sorcerer; (3) Vecna the Abjurer, Keeper of the Cold Star; (4) Gargamel the Venomous Warlock. Gain 5 XP.</p> <p>Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month).</p>
22	<p>Something Weird. You have stumbled upon truly rare secrets in your arcane researches. Roll one random spell at a level higher than you can cast. You ken the rough workings of that spell, and can choose to learn it once you gain access to the new spell level.</p> <p>Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month).</p>
23	<p>Digging Graves. Amid the ancient writings found in a forgotten tomb, you have discovered a dark and terrible arcane scroll. Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month). Determine the scroll as follows (roll 1d12):</p> <ul style="list-style-type: none"> (1) Charm Person; (2) Mending; (3) Ward Portal; (4) Ekim's Mystical Mask; (5) Knock; (6) Locate Object; (7) Levitate; (8) Lightning Bolt; (9) Turn to Stone; (10) Breathe Life; (11) Polymorph; (12) Magic Bulwark.

<p>24</p>	<p>From The Other Side. You have gained the services of a familiar most useful, as determined below (roll 1d12 modified by Alignment: Lawful -2, Neutral +0, Chaotic +2):</p> <p>(1) Garm, the Faithful Hound – Guardian Familiar, HP 10. <u>Personality:</u> Amiable, sleepy, howling, keen nose for danger. <u>Bonus to Wizard:</u> +10 HP, +4 tracking rolls, followers receive +2 to morale checks.</p> <p>(2) Nevermore, the Quizzical Crow – Focal Familiar, HP 4. <u>Personality:</u> Curious, Loud. <u>Bonus to Wizard:</u> +4 HP, +4 Search rolls, can speak simple phrases, likes and can find shiny objects.</p> <p>(3) Irena/Azrael, the Grey/Black Cat – Focal Familiar, HP 5, +1 att (1d4 dam). <u>Personality:</u> Narcissistic, preening. <u>Bonus to Wizard:</u> +5 HP, +4 Move Silently rolls.</p> <p>(4) Balur, the Stunted Dwarf – Guardian Familiar, HP 12. <u>Personality:</u> Freakish, “yes, master”, warts & hump, can speak. <u>Bonus to Wizard:</u> +12 HP.</p> <p>(5) Jenkin, the Rat – Focal Familiar, HP 4, Int 6. <u>Personality:</u> Gushing, talkative, “righto, guv”. <u>Bonus to Wizard:</u> +4 HP, +4 Move Silently/Hide In Shadows rolls, grants infra-vision 60’.</p> <p>(6) Ganger, the Late – Guardian Familiar, HP 12. <u>Personality:</u> Groaning zombie, can speak single words, shuffles, move 20’. <u>Bonus to Wizard:</u> +12 HP, +2 AC, but movement reduced by -5’.</p> <p>(7) Crawly, the Purple Viper – Arcane Familiar, HP 4. <u>Personality:</u> Hissing, cunning, secretive. <u>Bonus to Wizard:</u> +4 HP, +4 Move Silently/Hide In Shadows rolls, grants any one of the following spells (no Mercurial Magic): <i>Ropework</i>, <i>Animal Summoning</i> (snakes only), or <i>Snake Charm</i> (as Cleric spell, but Minor Corruption if a natural 1 or 2 are rolled on the spell check).</p> <p>(8) Datboi, the Demonic Toad – Demonic Familiar, HP 5. <u>Personality:</u> Croaking, encourages evil, constantly promotes Bobugbubilz and can teach his <i>Patron Bond</i>. <u>Bonus to Wizard:</u> +5 HP, grants +4 to Fortitude saves, only 50% chance of absorbing Corruption, grants ability to breathe underwater for 20 minutes.</p> <p>(9) Kyaax, the Diabolical Imp – Arcane Familiar, HP 6, Int 7. <u>Personality:</u> Clever, sly, murderous, promotes King Halgaz Bekur. <u>Bonus to Wizard:</u> +6 HP, grants +2 Luck that regenerates each night, and the following spell (no Mercurial Magic): <i>Animate Dead</i> (as Cleric spell) with +2 to spell check, but on a natural 1, corruption/misfire is as follows (roll 1d6 modified by the inverse of Luck): (1-3) Misfire, undead rise and attack; (4) Caster gaunt, loses 1 Per permanently, reek of death, etc.; (5) Caster cadaverous, loses 1 Sta permanently, etc.; (6+) Roll on the Major Corruption table.</p> <p>(10) Itzal, the Leering Shadow – Guardian Familiar, HP 12 (immune to damage except fire/magic, vulnerable to light), Int 12, +4 attack (1d6+2 dam, crit 1d12, Table U). <u>Personality:</u> Sly, indirect, devious, evil laugh. <u>Bonus to Wizard:</u> +12 HP, +4 Hide/Sneak rolls, infravision 60’.</p> <p>If the familiar dies, caster keels over in intense pain, loses HP permanently equal to familiar’s maximum +1, and suffers a -5 spell check penalty until the next game. If the Wizard already has a familiar, treat this result as ‘26’ below, instead.</p>
<p>25</p>	<p>Holy Smoke. You have undergone a period of fasting, meditation and cleansing rituals. Gain 6 XP. You may remove 1 level of any Corruption effect or Patron Taint, if applicable.</p> <p>Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month).</p>

26	<p>Meet Me At Midnight. Your arcane researches have not only progressed well, but you have also found a suitable companion, a novice adventurer whom you have taken under your wing. Roll a 0-level character, who will now accompany you as a henchman, receiving a +4 morale bonus as long as you are present. After 1 adventure, you may spend 10 XP to level him up. The companion is run by you or the Judge, but only receives XP if you give him some of yours. If your main PC ever dies, you may immediately take control of the henchman, at his current level.</p> <p>Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month).</p>
27	<p>Hook In Mouth. In your arcane researches, you have found cryptic clues to a rite that, if successful, would bond you to a mighty supernatural power. Roll 1d6 for the potential Patron, or simply choose if the Judge allows: (1) Sezrekan; (2) Yddgrll; (3) Bobugbubilz; (4) King of Elfland; (5) Obitu-Que; (6) choose randomly. You may opt to learn the relevant <i>Patron Bond</i> spell when you next have a spell slot.</p> <p>Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month).</p>
28	<p>Heir Apparent. Your arcane researches have progressed well, and you have also found a suitable apprentice! Make a random 0-level character; for occupation roll 1d20:</p> <ul style="list-style-type: none"> (1) Alchemist; (2) Beggar; (3) Cutpurse; (4) Cook; (5) Elven Scholar; (6) Elven Sorcerer's Apprentice; (7) Farmer; (8) Gongfarmer; (9) Peddler; (10) Potboy; (11) Ragpicker; (12) Rat Catcher; (13) Scholar; (14) Scribe; (15) Servant; (16) Street Urchin; (17) Swineherd; (18-20) Wizard's Apprentice. <p>The apprentice has stats and equipment as normal, but his Intelligence is rolled by taking a base 10 and then rolling +2d4 (no bonus for occupation). That character will now be your follower, is incredibly loyal, and receives a +4 morale bonus as long as you are present. After one adventure, you may spend 10 XP to level him up. The apprentice is run by you or the Judge, but only receives XP if you give him some of yours. If your main character ever dies, you may immediately take control of the apprentice, at his current level. Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month).</p>

<p>29</p>	<p>Five Magics. Through your occult researches and experiments, you have made a significant magical breakthrough! Roll 1d10 to determine the benefit:</p> <ol style="list-style-type: none"> (1) You may opt to swap out one of your current spells for another, rolled randomly. (2) Gain a +1 bonus to your Intelligence (max 20). (3) Gain a +1 bonus to your Will save. (4) Gain +1 HP permanently. (5) Increase the base die rolled for spell checks on one spell of your choosing (max 1d30). (6) Gain a +1 bonus to Luck (max 20). (7) Gain 1 additional spell slot (1st Level). (8) Gain 1 additional spell slot of the highest level you can currently learn. (9) Gain a permanent +1 bonus to all Spell Checks. (10) Gain 1 additional spell slot of any level you can currently cast, and pick 1 spell of your choice to immediately learn. <p>Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month).</p>
<p>30+</p>	<p>Mr Crowley. Through your arcane researches and experiments, you have made an incredible magical breakthrough, one worthy of the greatest sorcerers! Roll 1d8 to determine the benefit:</p> <ol style="list-style-type: none"> (1) You may opt to swap out one of your current spells for another, rolled randomly. (2) Gain a +2 bonus to your Intelligence (max 20). (3) Gain a permanent +1 bonus to your AC. (4) Gain +1d5 HP permanently. (5) Increase the base die rolled for spell checks on two spells of your choice (max 1d30). (6) Gain a +2 bonus to Luck (max 20). (7) Gain a permanent +2 bonus to all Spell Checks. (8) Gain 2 additional spell slots of any level you can currently cast, and pick 2 spells of your choice to immediately learn. <p>Additionally, you may trade gold for XP on a 50 gp to 1 XP basis (maximum 50 XP may be gained this way per month).</p>