

Wild Wizard



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Art by: Joe J. Calkins

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Wild Wizard

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

Written by: James M. Spahn

Art by: Joe J. Calkins

Cover Background: © Adamant Entertainment, 2012; © Rick Hershey 2012, used with permission



Requirements: Con 9, Int 9

Prime Requisite: INT

Hit Dice: 1d4

Maximum Level: 20th

Magic is not an exact science and even the most detailed incantation or formula can result in terrible destruction if the spellcaster's proper words and gestures are not executed with exacting detail. Still, occasionally a magic-user decides to specialize in the study of this arcane chaos and even bend it to their will. Known as Wild Wizards, these rare wizards are often regarded as mad. The study of what is known as "magical flux" often leads to their own demise, but those rare few who are able to harness the chaotic energies hidden behind these arcane spells are among the most powerful and feared spellcasters in the world.

Wild wizards may only wield daggers, darts and staves in battle and do not wear armor or use shields. This cumbersome protection hinders

their ability to wield magic. They use the Saving Throws and Attack Values of a magic-user. They may be of any alignment in spite of the common belief that all wild wizards are chaotic in alignment.

These chaotic arcanists cast and memorize their spells just like a magic-user and draw from the same list of spells. They may use *Magic-User/Elf* scrolls and other items normally limited to those classes. In addition, by having a deeper understanding of the inherent chaos of magic, a wild wizard is able to sometimes exercise control over otherwise unpredictable magic items. Whenever a wild wizard is using a magical item that produces a random effect (such as a *Bag of Tricks* or *Rod of Wonder* as depicted in the *Advanced Edition Companion*) there is a 5% per level that the wild wizard will be able to pick the exact achieve the exact desired effect from the item and not be left to the random whim of the otherwise unpredictable item.

Wild wizards with an INT of 13 or higher receive a +5% bonus on all experience points earned. Those with a 16 or higher receive +10%.

Reaching 9th Level: When a wild wizard reaches the 9th level, he is able to create spells and magic items. These rules are in the Magic Research portion of Section 8 of the Labyrinth Lord Core Rules and he may be known as a *Wild Arcanist*. A wild wizard will often build a great tower or stronghold at this time and is encouraged to do so well away from any civilized lands where his magical experimentation might result in collateral damage. When he reaches level 11. He will then attract magic-user or wild wizard apprentices (1d6), who will range from level 1-3.

Wild Wizard Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
2,501	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9

460,001	10	+1 hp only*
610,001	11	+2 hp only*
760,001	12	+3 hp only*
910,001	13	+4 hp only*
1,060,001	14	+5 hp only*
1,210,001	15	+6 hp only*
1,360,001	16	+7 hp only*
1,510,001	17	+8 hp only*
1,660,001	18	+9 hp only*
1,810,001	19	+10 hp only*
1,960,001	20	+11 hp only*

*Hit point modifiers from constitution are ignored

Wild Wizard Spell Progression

Class Level	1 st Level Spell	2 nd Level Spell	3 rd Level Spell	4 th Level Spell	5 th Level Spell	6 th Level Spell	7 th Level Spell	8 th Level Spell	9 th Level Spell
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	2	2	-	-	-	-	-	-	-
5	2	2	1	-	-	-	-	-	-
6	2	2	2	-	-	-	-	-	-
7	3	2	2	1	-	-	-	-	-
8	3	3	2	2	-	-	-	-	-
9	3	3	3	2	1	-	-	-	-
10	3	3	3	3	2	-	-	-	-
11	4	3	3	3	2	1	-	-	-
12	4	4	3	3	3	2	-	-	-
13	4	4	4	3	3	2	1	-	-
14	4	4	4	4	3	3	2	-	-
15	5	4	4	4	4	3	2	1	-
16	5	5	4	4	4	4	3	2	-
17	5	5	5	4	4	4	4	3	1
18	5	5	5	5	4	4	4	4	2
19	6	5	5	5	5	4	4	4	3
20	6	6	5	5	5	5	4	4	4

Magical Flux: Whenever a Wild Wizard casts a spell there is a chance that the magical energy flowing through him may react in an unexpected fashion. This sudden flux in energy can result in a spell becoming far more powerful than the caster predicted, far less powerful, or for the magic to manifest itself in a completely unique way unrelated to the intended incantation.

However, wild wizards are not totally at the mercy of chaos. Each day when a wild wizard memorizes their daily allotment of spells they may choose to expend a spell slot one level higher than the spell memorized. If they do so, then there is no chance of a magical flux occurring and the spell functions normally. So, for example a 3rd

level wild wizard could choose to memorize *Magic Missile* in their 2nd level spell slot (instead of the normal first level slot, as *Magic Missile* is a 1st level spell) to guarantee that the spell would function exactly as specified in the *Labyrinth Lord Core Rules*.

If a wild wizard chooses to memorize a spell in its intended spell slot, they run the risk of invoking a magical flux when they cast the spell. There is a 10% chance that spells memorized in this fashion will result in a magical flux. If a flux does occur, the Labyrinth Lord should roll on the chart below to determine nature of the magical flux.



d20 Result	Magical Flux Effect
1	The spell fizzles out and has no effect, the spell is expended
2	The spell fizzles out and has no effect, but it is not expended.
3	The caster now becomes the target of the spell. If he was already the target, there is no other effect.
4	The spell is wiped from the caster's mind and transferred to that of the nearest intelligent creature. The intelligent creature retains knowledge of that spell and may cast it as a Magic-User of a equal level to the character. Once the spell is cast, it is wiped from the mind of that person. Until the spell is cast, the Wild Wizard cannot memorize new spells in that spell slot.
5	The spell functions normally, however the caster now is only able to speak in the language of magic. For the next hour, whenever they speak it sounds like gibberish and there is a 5% chance that they will accidentally cast a random spell they currently have memorized when attempting to speak
6	The spell does not function and the spell slot is expended. Instead, for the next hour, the caster is now under an enchantment as if they had the constant benefit of a <i>Detect Magic</i> spell active on everything they see. This magical aura is wavering and bright, making it difficult to focus. The caster is unable to concentrate or defend themselves properly while in this state and suffers a -2 penalty to their Armor Class while this flux is in effect.
7	A magical backlash occurs. The caster suffers a number of points of damage equal to the level of the spell cast. So, for example, a 1 st level spell inflicts one point of damage on the caster.
8	A magical backlash occurs. The caster suffers a number of points of damage equal to the level of the spell cast. So for example a 2 nd level spell inflicts two points of damage on the caster. The spell slot is not expended.
9	Instead of casting the intended spell, the Wild Wizard casts a random spell of equal level, as determined by the Labyrinth Lord.
10	The spell functions normally.
11	The spell functions normally, but the spell slot is not expended.
12	Instead of casting the intended spell, the Wild Wizard casts a random spell level one level higher than the level of the intended spell. The spell cast is determined randomly by the Labyrinth Lord.
13	The spell functions as expected. However, for the next twenty four hours, whenever the caster speaks a blast of fire shoots from his mouth doing 1d6 points of damage any target standing within ten feet directly in front of the Wild Wizard.
14	The spell is cast with remarkable speed. The caster may take a second action in the round, whether it is to move, attack or cast a second spell.
15	The caster accidentally summons a random monster determined by the Labyrinth Lord. The caster has no control over the monster's actions.
16	Instead of casting the intended spell, the Wild Wizard casts a random spell level two levels higher than the level of the intended spell. The spell cast is determined randomly by the Labyrinth Lord.
17	The spell functions as intended, except that if the target is normally entitled to a saving throw to resist or reduce the effects, they do not receive it.
18	The spell functions as intended, except that if the target is normally entitled to a saving throw to resist or reduce the effects, they do not receive it. The spell slot is not expended.
19	The spell functions at maximum effect. All damage dice are automatically considered to be the highest number possible. In addition, if the target is normally entitled to a saving throw or some form of magic resistance, they do not get to roll.
20	The spell functions at maximum effect. All damage dice are automatically considered to be the highest number possible. In addition, if the target is normally entitled to a saving throw or some form of magic resistance, they do not get to roll. The spell slot is not expended.

DESIGNATION OF PRODUCT IDENTITY

Labyrinth Lord™ is copyright 2007 - 2012, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at <http://www.goblinoidgames.com>.

Barrel Rider Games™ is copyright 2012, James M. Spahn. The Barrel Rider Games™ logo is copyright 2012, James M. Spahn.

Adamant Entertainment™ is Copyright Adamant Entertainment 2007

Art is copyright 2012 Joe J. Calkins, used with permission.

DESIGNATION OF OPEN GAME CONTENT

All text not identified as Product Identity is Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work

containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.