

WIZARD

	Spells	Other
A	Roll 1d30 x2	Spell Casting, +1 Magic Dice
B	Roll 1d40	+1 Magic Dice
C	Roll 1d50	Arcane Recovery, +1 Magic Dice
D	Choose 4	+ 1 Magic Dice

-1 hit points for every wizard template chosen.

Starting Proficiencies

Weapons: daggers, slings, quarterstaves

Tools: none

Saving Throws: Intelligence, Wisdom

Starting Equipment

Wizard: Dagger, sling, quarterstaff, 20 stones, spell-book, basic pack, 3 rations

Spell Casting

To cast a spell, select a number of Magic Dice (MD) you wish to invest, roll them, and add the numbers together. As a Wizard, you get +1 MD per Wizard template. Most spells depend on the number of [dice] invested and the [sum] they show.

Doubles generate Mishaps; triples generate Dooms.

Dice that roll 1-3 return to your casting pool and can be used again that day. Dice that roll 4-6 are removed from your casting pool for the day.

Your MD return if you get a good night's sleep. If you didn't sleep well, you can make a DC 10 Intelligence save for each MD to have them return to your pool anyway.

Arcane Recovery

Once per day after sitting for an hour, you can regain the number of expended magic dice up to the number of wizard templates you have chosen.

Magic Mishaps

Not... too... bad.

1d6	Mishap
1	MD only return to your pool on a 1-2 for 24 hours
2	Take 1d6 damage
3	Minor Mutation for 1d6 rounds, Con (DC 8+MD used for the spell) save or permanent
4	Lose 1 MD for 24 hours
5	Stunned for 1d6 rounds
6	Cannot cast spells for 1d6 hours

Randomly Selected Spells

Roll on this chart to select your spells. Roll the spells

dx	Spell	dx	Spell
1	Acid Arrow	31	Abjure
2	Anklecrusher	32	Drain Life
3	Charm Person	33	Dream Eater
4	Circle of Frost	34	Floral Salvage
5	Clarity	35	Ignite
6	Command Coins	36	Light
7	Control [Element]	37	Metal Chime
8	Control Weather	38	Protection From Element
9	Crush Flames	39	Scorching Ray
10	Deflect Spell	40	Choose 1-40
11	Desiccate	41	Alter self
12	Detect Metals	42	Breathe [element]
13	Dissolve	43	Cure Wounds
14	Element [Breath]	44	Fog
15	Enfeebling Sigil	45	Remove Curse
16	Fingerbreaker	46	Scry
17	Force Field	47	Serpents of the Earth
18	Forget	48	Sprite
19	Grease	49	Wind Scythe
20	Knock	50	Choose 1-50
21	Levitate	51	Cloud Kill
22	Magic Missile	52	Curse
23	Powerful Presence	53	Death Ward
24	Shrivel	54	Doom
25	Slam Portal	55	Fireball
26	Sleep	56	Magic Cramp
27	Speak with Birds	57	Mighty Lungs
28	Stoneskin	58	Shocking Grasp
29	Telekinetic Shove	59	Wall of [element]
30	Choose 1-30	60	Choose any

Dooms

It turns out that drawing magic from a variety of sources has consequences. A wizard does not know what Doom awaits them until the first doom is triggered. It is then, and only then that the fickle fates of magic decide what to do with our poor wizard's soul. Once the first doom is triggered the wizard should roll 1d10 on the following table.

1d10	Doom Track
1	The Fey
2	Elementalist
3	Garden
4	Geometer
5	Hells
6	Illusion
7	Orthodox
8	Shadow
9	Spiders
10	Undead

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Substantial portions of this document are copied and modified from the following sources:

- Kemp, Arnold, The Glog, Version 1, <http://goblinpunch.blogspot.com/2016/05/the-glog.html>
The post that started it all.
- Kemp, Arnold, The Glog Wizards version 1, <http://goblinpunch.blogspot.com/>
This includes all intricate rules on spell casting including wearing wizards gear, etc
- Skerples, Spiked Goblin Punch: Many Rats on Sticks, <https://coinsandscrolls.blogspot.com/2019/10/osr-glog-based-homebrew-v2-many-rats-on.html>

A better organized realized version of the GLOG

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Find Dooms and spell explanations on Skerple's blog, [Coins and Scrolls](#).