

Super Science & Sorcery

Wizards & Wastelands provides rules for magical spells in the Mutant Future role-playing game. You will need an extra rulebook to make use of this system, and it can be obtained as an art-free PDF from the Goblinoid Games website at www.goblinoidgames.com. This is the **Labyrinth Lord** rulebook and you will need it for the magic used in this supplement (*meaning you will only need to print out section 3 of these rules*). This is a world where technology and magic collide. There are ones who can cast spells, which will be discussed later. There are robots and laser rifles, buried within the ruins. Some believe that magic is merely a product of a powerful mind. Others believe it to be what they see it to be...magic. Some may find a flashlight, only to think it is a magical torch that does not burn. There is definitely a fine line between what is truly magic or misunderstood science.

Saving Throws

Due to the current nature of this type of world, all characters should add "Spells" to their list of saving throws. Wizards may add 2 to their saving throw rolls against "Spells".

Level	Energy Attacks	Poison or Death	Stun Attacks	Radiation	Spells
0	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16-18	4	4	5	4	7
19+	4	3	4	3	6

Wizardry

Wizardry is the mystical ability to conjure magic. Anyone may be a wizard if they have an Intelligence of 12 or higher, and Willpower of 10 or higher (*this may be different for NPCs*). Those that are able to power the unknown forces of magic are generally less physical than other people. They only have 1d4 for their hit dice, instead of 1d6. They cannot make use of weapons, except for daggers, knives, quarterstaves, slings and pistols. They are only able to wear 10 pounds of armor and cannot sufficiently use a shield. Wizards call upon magic by a series of words and hand gestures. This means if hands are bound, or words cannot be spoken, Wizardry cannot be performed. One may only achieve a Wizardry level equal to their Intelligence. This means if they have an Intelligence of 12, they can never do more

than a Level 12 Wizard (*although they may continue to gain their normal levels*). Every time a character gains a level, they also gain a level in Wizardry. Wizards may cast a certain number of spells before requiring 8 hours of uninterrupted rest. This number increases as the Wizard increases in level. The "Mod" column is the multiplier used against spells that heal/cause damage and even hit dice affecting spells. An example of this is the "Wall of Ice" spell. In a Labyrinth Lord game, it only stops creatures with fewer than 4 hit dice. A level 5 Wizard may multiply this amount by 2...stopping creatures with fewer than 8 hit dice. There is also the "Cure Light Wounds" spell. Although it heals 1d6+1 hit points in Labyrinth Lord, a level 8 Wizard may actually heal 3x(1d6+1) hit points. As stated earlier, the "Mod" helps balance the magic in a game where everyone has many hit dice.

Level	Spell Level									Mod
	1	2	3	4	5	6	7	8	9	
1	1	-	-	-	-	-	-	-	-	x1
2	2	-	-	-	-	-	-	-	-	x1
3	2	1	-	-	-	-	-	-	-	x1
4	2	2	-	-	-	-	-	-	-	x2
5	2	2	1	-	-	-	-	-	-	x2
6	2	2	2	-	-	-	-	-	-	x2
7	3	2	2	1	-	-	-	-	-	x2
8	3	3	2	2	-	-	-	-	-	x3
9	3	3	3	2	1	-	-	-	-	x3
10	3	3	3	3	2	-	-	-	-	x3
11	4	3	3	3	2	1	-	-	-	x3
12	4	4	3	3	3	2	-	-	-	x3
13	4	4	4	3	3	2	1	-	-	x4
14	4	4	4	4	3	3	2	-	-	x4
15	5	4	4	4	4	3	2	1	-	x4
16	5	5	4	4	4	4	3	2	-	x4
17	5	5	5	4	4	4	4	3	1	x4
18	5	5	5	5	4	4	4	4	2	x4
19	6	5	5	5	5	4	4	4	3	x4
20	6	6	5	5	5	5	4	4	4	x5

All spells can be referenced in Section 3 of Labyrinth Lord, but not all spells may be used. A complete list of spells, for Wizards & Wastelands, will be listed below.

Spells

As Wizards gain levels, their thoughts begin realizing new spells that they may then cast. Unlike Labyrinth Lord, Wizards do not need to keep spell books or memorize spells. They may cast any spell from the listing below, if their level allows it. Although most spells are from the Magic-User class, Wizards may cast a few spells from the Cleric class (indicated with a "C"). Below is a list of spells that may be learned in Wizards & Wastelands.

Wizards & Wastelands

SORCERY RULES

Spell Level 1

Charm Person
Cure Light Wounds (C)
Detect Magic
Floating Disc
Hold Portal
Light
Magic Missile
Protection from Evil
Purify Food and Drink (C)
Read Languages
Shield
Sleep
Ventriloquism

Spell Level 2

Arcane Lock
Continual Light
Detect Evil
Detect Invisible
ESP
Invisibility
Knock
Levitate
Locate Object
Mirror Image
Phantasmal Force
Speak with Animals (C)
Web

Spell Level 3

Animal Growth (C)
Clairvoyance
Dispel Magic
Fire Ball
Fly
Haste
Hold Person
Infravision
Invisibility 10' radius
Lightning Bolt
Protection from Evil 10' radius
Protection from Normal
Missiles
Water Breathing

Spell Level 4

Arcane Eye
Charm Monster
Confusion
Cure Serious Wounds (C)
Dimension Door
Hallucinatory Terrain
Massmorph
Neutralize Poison (C)
Plant Growth
Polymorph Others
Polymorph Self
Remove Curse
Speak with Plants (C)
Wall of Fire
Wall of Ice

Spell Level 5

Animate Dead
Cloudkill
Conjure Elemental
Cure Disease (C)
Feeblemind
Flamestrike (C)
Hold Monster
Passwall
Telekinesis
Teleport
Transmute Rock to Mud
Wall of Stone

Spell Level 6

Animate Objects (C)
Anti-Magic Shell
Blade Barrier (C)
Control Weather
Death Spell
Disintegrate
Geas
Invisible Stalker
Lower Water
Move Earth
Part Water
Project Image
Stone to Flesh

Spell Level 7

Earthquake (C)
Grasping Hand
Delayed Blast
Fireball
Instant Summons
Duo-Dimension
Mass Invisibility
Magic Sword
Phase Door
Power Word Stun
Reverse Gravity
Simulacrum
Statue

Spell Level 8

Antipathy/Sympathy
Clenched Fist
Clone
Cure Critical Wounds (C)
Glass Like Steel
Incendiary Cloud
Irresistible Dance
Mass Charm
Mind Blank
Polymorph Any Object
Symbol

Spell Level 9

Crushing Hand
Imprisonment
Meteor Swarm
Power Word Kill
Prismatic Sphere
Shape Change
Temporal Stasis
Time Stop



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