

Weslocke (2023 Winter Fantasy)

Race: Elf, High Base MV: 12 Current: 12
 Alignment: Neutral Infra: 60 Ultra: 0
 Secondary Skills: Fisher (netting) Bowyer/Fletcher
 Languages:

common, dwarven, elvish, frost giant, gnomish, goblin, halflingish, hobgoblin, neutral (rudimentary), orcish

Combat: Hit Points: **25** Current:
 Class: **fighter** Lvl: 4 Base AC: **2**
 Class: **magic-user** Lvl: 9 Shieldless: 2
 Class: Lvl: 0

Amor Worn: Bracers of Defense AC 2

Abilities:

STR: 10 0 (+0/+0) Op Doors: 1-2 Bend Bars: 2%
 INT: 18 % Know Spell: 85% Min: 9 Max: 9
 WIS: 9 Magic Atk: -1 Sp Bonus: N/A % Fail: N/A
 DEX: 14 Atk Adj: +0 Def Adj: +0
 CON 12 HP Adj: +0 Sys Shock %: 80 Resser %: 85
 CHA: 13 Max Hench: 5 Loyalty %: +0 Reaction %: +5

Saves:

Paralysis/Poison/Death: 13 Breath Weapon: 13
 Petrification/Polymorph: 11 Spells (Magic): 10
 Rod/Staff/Wand: 9

Reputation:

Renown: 5 Neutral: 16 Scoundrel: 1

90% resistance to sleep and charm spells, and still able to attempt a save.

+1 to hit with a bow, crossbow, longsword, or shortsword.

Can learn one additional language for each point of intelligence over 15.

Have a 1 in 6 chance of detecting a concealed door when passing within 10' of it, but when actively searching, a 3 in 6 chance of detecting a concealed door and a 2 in 6 of detecting a secret door.

If alone and not in metal armor, or at least 90' ahead of all non-elves and non-halflings, can surprise on a 4 in 6, or 2 in 6 if a door must be opened.

		-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
Atks/Round:	1/1	<u>Melee To-Hit</u> :	23	22	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
		<u>Ranged To-Hit</u> :	23	22	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8

<u>Weapon</u>	<u>Hit/Dmg</u>	<u>Spc Rng</u>	<u>Spd Fire Rt</u>	<u>Dmg Sm/Md</u>	<u>Dmg Lg</u>
Weslocke's Dancing Longsword (x1)	+1/+1	3 n/a	5	1d8	1d12
dagger (x1)	+0/+0	1 1/2/3	2 2	1d4	1d3
<i>comes with a scabbard</i>					

<u>Items:</u>	Number:	Weight:
Bracers of Defense AC 2	1	0
case - bone - map or scroll	1	10
dagger	1	10
gem	1	0
mirror - small - silver	1	1
pole - 10'	1	30
Scroll: Conjure Elemental (M-U 5)	1	0
Scroll: Read Magic (M-U 1)	1	0
Scroll: Sleep (M-U 1)	1	0
Wand of Magic Detection	1	0
Weslocke's Dancing Longsword	1	0

Weight Allowance (g.p.): **350** Heavy: **700** Loaded: **1050** Max: **1400** Carried: **51**

Magic Item Details

Wand of Magic Detection

Number: 1 Notes: 8 charges

Description: This wand detects any form of magic is in operation, including a person upon whom a spell has been cast, or a magic item within 3". The magic detection wand will point to the strongest source. Operation requires 1 round, and successive rounds will point out successively less powerful magic radiations. The school of magic can be determined if one round is spent concentrating on the subject emanation. Use expends 1 charge per turn (or fraction thereof). Starting in the second round of continuous use, there is a 2% cumulative chance per round that the wand will temporarily malfunction and indicate non-magical items as magical, or vice-versa. The wand may be recharged.

Unless otherwise noted, wands have 101-1d20 charges and require a command word or phrase such that magical silence will prevent their use. Unless otherwise stated, wands operate at 6th level of experience. At the DM's discretion, 1% of all wands are trapped to backfire. XP and GP values assume maximum charges.

Bracers of Defense AC 2

Number: 1 Notes:

Description: These appear as wrist or arm guards that bestow an AC to their wearer provided the wearer isn't wearing armor or bearing a shield. Other forms of magical protection will work with these bracers. If found, the AC of the bracers can be determined randomly by rolling 1d100 and comparing the result to the following table:

01-05: 8
06-15: 7
16-35: 6
36-50: 5
51-70: 4
71-85: 3
86-00: 2

Scroll: Conjure Elemental (M-U 5)

Number: 1 Notes:

Description: Useable only by magic-users and thieves

Scroll: Read Magic (M-U 1)

Number: 1 Notes:

Description: Useable only by magic-users and thieves

Scroll: Sleep (M-U 1)

Number: 1 Notes:

Description: Useable only by magic-users and thieves

Weslocke's Dancing Longsword

Number: 1 Notes:

Description: This sword starts combat granting a +1 bonus to attack and damage, then becomes +2 in round 2, +3 in round 3, and +4 in round 4. In the fifth round, the bonus drops to +1, and the cycle repeats. Starting with round 5, on any round in which the sword has a +1 bonus, the wielder may command it to fight on its own ("dance") for four rounds as if still wielded. While the sword is dancing, the wielder may take any other actions without affecting the sword's effectiveness, except that if the sword and its wielder are ever separated by more than 3", the sword drops to the ground as a +1 weapon for anyone to take. After four rounds of dancing, the sword instantly returns to the wielder's hand. This sword sheds light for 15 ft. when drawn from its scabbard.

Magic Item Spells:

Name: Scroll: Conjure Elemental (M-U 5)

Spell: Conjure Elemental (magic-user)

Range: 6"

Duration: 1 turn/caster level

Area of Effect: special

Casting Time: 1 turn

Save: none

Description: The caster can summon any type of elemental (16d8 HD) designated at the time the spell is memorized. If the caster fails to concentrate on the elemental (e.g., grappled, damaged), it will attack the caster as soon as it defeats its current opponent. Beginning on the second round, there's a 5% chance per round the elemental will turn on the caster regardless of concentration, and the elemental cannot be controlled from further away than 3" per caster level. The elemental lasts until destroyed or the spell expires, though water elementals are also destroyed if moved further than 6" of a body of water. A pentacle, pentagram, thaumaturgic triangle, magic circle, or Protection from Evil spell provides protection from uncontrolled elementals.

Name: Scroll: Read Magic (M-U 1)

Spell: Read Magic (magic-user)

Range: 0

Duration: 2 rounds/caster level

Area of Effect: special

Casting Time: 1 round

Save: none

Description: The caster can read magical inscriptions otherwise indecipherable, which doesn't trigger the magic of the inscription unless a curse. From that point forward, the text can be read by the caster without magical assistance. If reversed, the text becomes indecipherable until the spell expires, or the magic is dispelled.

Name: Scroll: Sleep (M-U 1)

Spell: Sleep (magic-user)

Range: 3" + 1"/caster level

Duration: 5 rounds/caster level

Area of Effect: special

Casting Time: 1 segment

Save: none

Description: Causes non-undead targets within a 3" diameter circle to fall asleep. The number affected are determined by the following schedule: HD up to 1, 4d4; 1+1 to 2 HD, 2d4; 2+1 to 3 HD, 1d4; 3+1 to 4 HD, 1d2; and 4+1 to 4+4 HD, 1d2-1. The sleeping targets can be wakened in 1 round by being roused non-violently or by inflicting any damage on them, or they can be slain automatically at a rate of 1 per slayer per round.

Notes

Prepared Spells for Weslocke

Class: magic-user

Level: 1

Spell: Charm Person

Reversible

Range: 12"

Duration: special

Area of Effect: one person

Verbal? Somatic? Material?

Components:

Casting Time: 1 segment

Save: negate

Description: One person that fails its save will treat the caster as an ally to be obeyed and protected, though it doesn't enhance the caster's ability to communicate with the target. The charm lasts until the target succeeds on its subsequent save v. spells, which is based on its intelligence: up to 3, 3 months; 4-6, 2 months; 7-9, 1 month; 10-12, 3 weeks; 13-14, 2 weeks; 15-16, 1 week; 17, 3 days; 18, 2 days; and 19+, 1 day. The charm is broken automatically if the caster intentionally harms the charmed person or if dispelled by Dispel Magic. A "person" includes brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes.

Spell: Feather Fall

Reversible

Range: 1"/caster level

Duration: 1 segment/caster level

Area of Effect: special

Verbal? Somatic? Material?

Components: a small feather or piece of down

Casting Time: 1/10 segment

Save: none

Description: The target's fall rate changes to 12' per segment, and no damage is incurred upon landing during the spell's effect. The target cannot exceed 1 cubic inch per caster level, and cannot exceed 200 lbs plus 200 lbs. per caster level. The spell will affect a missile attack.

Spell: Identify

Reversible

Range: 0

Duration: 1 segment/caster level

Area of Effect: 1 item

Verbal? Somatic? Material?

Components: a pearl worth at least 100 gp and an owl feather steeped in wine, all used to wash down a carp swallowed whole

Casting Time: 1 turn

Save: special

Description: Identifies the magic imbued in one item touched and appropriately handled by the caster, which may carry consequences for the caster. For each segment the spell is in force, the probability of knowing a feature of the item is 15% + 5% per caster level. Each time a feature can be known, the DM rolls a save v. spells. If successful, the property is known; if failed by 1, a false property is known; and otherwise nothing is learned. Accurate information will nevertheless be conveyed vaguely (e.g., whether there are multiple pluses or minuses, +/-25% of charges left). The caster must cast the spell within 1 hour per caster level of having discovered it. The caster loses points of Constitution and must rest 6 turns per point in order to regain them. If the loss drops the caster to less than 3, the caster is unconscious for 24 hours. If luckstone powder is added to the material components, the probability rises by 25% and saves are made at +4.

Prepared Spells for Weslocke

Spell: Identify

Reversible

Range: 0

Duration: 1 segment/caster level

Area of Effect: 1 item

Verbal? Somatic? Material?

Components: a pearl worth at least 100 gp and an owl feather steeped in wine, all used to wash down a carp swallowed whole

Casting Time: 1 turn

Save: special

Description: Identifies the magic imbued in one item touched and appropriately handled by the caster, which may carry consequences for the caster. For each segment the spell is in force, the probability of knowing a feature of the item is 15% + 5% per caster level. Each time a feature can be known, the DM rolls a save v. spells. If successful, the property is known; if failed by 1, a false property is known; and otherwise nothing is learned. Accurate information will nevertheless be conveyed vaguely (e.g., whether there are multiple pluses or minuses, +/-25% of charges left). The caster must cast the spell within 1 hour per caster level of having discovered it. The caster loses points of Constitution and must rest 6 turns per point in order to regain them. If the loss drops the caster to less than 3, the caster is unconscious for 24 hours. If luckstone powder is added to the material components, the probability rises by 25% and saves are made at +4.

Level: 2

Spell: Detect Invisibility

Reversible

Range: 1"/caster level

Duration: 5 rounds/caster level

Area of Effect: 1" path

Verbal? Somatic? Material?

Components: a pinch of talc and a small sprinkling of powdered silver

Casting Time: 2 segments

Save: none

Description: The caster can clearly see any objects or creatures within light of sight (1" path) that are invisible, astral, ethereal, hidden, or out of phase.

Spell: Invisibility

Reversible

Range: touch

Duration: special

Area of Effect: creature touched

Verbal? Somatic? Material?

Components: an eyelash encased in a bit of gum arabic

Casting Time: 2 segments

Save: none

Description: The touched creature and carried gear (or object) are undetectable by normal vision or infravision until the spell expires, is dispelled, is canceled by the caster, or the target attacks any creature. High intelligence, sensitivity, or hit dice grants creatures a chance of detecting invisible objects, but still may suffer the standard -4 to hit invisible creatures, who also gain a +4 to saves (see DMG, p. 60).

Prepared Spells for Weslocke

Spell: Knock

Reversible

Range: 6"

Duration: special

Area of Effect: 10 sq feet/caster level

Verbal? Somatic? Material?

Components:

Casting Time: 1 segment

Save: none

Description: Opens doors, boxes, and chests that are stuck, barred, secret, or locked by Wizard Lock, or will loosen shackles or chains. It can perform only two of those functions with a single casting, so if more than two apply, a second Knock spell may be required. The spell doesn't dispel Wizard Lock but merely suspends it for 1 turn. It doesn't raise bars or impediments like a portcullis.

Level: 3

Spell: Dispel Magic (Divine/Arcane)

Reversible

Range: 12"

Duration: permanent

Area of Effect: 3" cube

Verbal? Somatic? Material?

Components:

Casting Time: 3 segments

Save: none

Description: Destroys magic potions (treated as 12th level for saves), removes spells cast on persons or objects, and counter the casting of spells. The chance of success is 50% + 5% per caster level in excess of the level of the magic to be dispelled (or -5% if per caster level beneath the level of the magic to be dispelled).

Spell: Fireball

Reversible

Range: 10" + 1"/caster level

Duration: instantaneous

Area of Effect: 2" radius sphere

Verbal? Somatic? Material?

Components:

Casting Time: 3 segments

Save: half

Description: An audible burst of fire inflicts 1d6 hps of damage per caster level, unless delivered by a wand (6d6), staff (8d6), or scroll ((1d6+4)d6). If cast indoors, the fireball will fill the available space up to its maximum volume. The burst ignites flammable objects and melts soft metals (bronze, copper, gold, lead, silver). Creatures and objects making their saves take half damage (objects held by creatures that make their save are unaffected).

Spell: Haste

Reversible

Range: 6"

Duration: 3 rounds + 1 round/caster level

Area of Effect: 4" x 4" area, 1 creature/caster level

Verbal? Somatic? Material?

Components: a shaving of licorice root

Casting Time: 3 segments

Save: none

Description: Affected creatures have their movement and attack rates doubled, though spell casting rates are unaffected. When selecting affected creatures, those closer to the caster must be chosen over those further away. This spell negates the effect of the Slow spell and ages those effected appropriately..

Prepared Spells for Weslocke

Level: 4

Spell: Charm Monster

Reversible

Range: 6"

Duration: special

Area of Effect: special

Verbal? Somatic? Material?

Components:

Casting Time: 4 segments

Save: negate

Description: Any affected creature views the caster as an ally and will honor reasonable requests if the target can understand the caster. Overtly harmful acts by the caster or the caster's allies against the target will either offer the target a new save or outright break the spell (DM's discretion). Otherwise, the effect has a chance of dissolving each week based on the target's level or HD: level 1 or up to 2 HD, 5%; level 2 or up to 3+2 HD, 10%; level 3 or up to 4+4 HD, 15%; level 4 or up to 6 HD, 25%; level 5 or up to 7+2 HD, 25%; level 6 or up to 8+4 HD, 45%; level 7 or up to 10 HD, 60%; level 8 or up to 12 HD, 75%; level 9+ or over 12 HD, 90%.

Spell: Wall of Ice

Reversible

Range: 1"/caster level

Duration: 1 turn/caster level

Area of Effect: special

Verbal? Somatic? Material?

Components: a small piece of quartz or similar rock crystal

Casting Time: 4 segments

Save: none

Description: The spell creates a sheet of strong but flexible ice 1 inch thick, and covers 1" square area, both per caster level. Breaking through the ice causes 2 hps of damage per inch of thickness (3 hps for fire-users; 1 hp for cold users). If cast as a horizontal sheet to fall on opponents, hail stones pummel a 4" diameter area inflicting 3d10 hps of damage to creatures within. Powerful magical fire will melt a wall of ice in 1 round, leaving a steam cloud for 1 turn, but normal or lesser magical fire will not melt it.

Prepared Spells for Weslocke

Level: 5

Spell: Monster Summoning III

Reversible

Range: 5"

Duration: 4 rounds + 1 round/caster level

Area of Effect: special

Verbal? Somatic? Material?

Components: a tiny bag and a small (not necessarily lit) candle

Casting Time: 5 segments

Save: none

Description: Within 1d4 rounds, 1d4 3rd-level monsters (DMG, p. 177) appear in a designated spot within range. They attack the caster's enemies until ordered to cease, the spell expires, or the monsters are killed. If no enemies are present and the monsters can communicate, they can be ordered to perform tasks.

1-10 boring beetle

11-20 bugbear

21-30 reroll (1-17 cleric, 18-20 druid, 21-60 fighter, 61-62 paladin, 63-65 ranger, 66-86 magic user, 87-88 illusionist, 89-98 thief, 99 assassin, 00 monk or bard)

31-32 dragon, reroll (1-28 very young black, 29-62 very young brass, 63-00 very young white)

33-34 violet fungi

35-40 gelatinous cube

41-45 ghoul

46-50 giant lizard

51-54 wererat

55-60 ochre jelly

61-72 ogre

73-74 piercer

75 rot grub

76-77 shrieker

78-84 huge spider

85-93 large spider

94-95 giant tick

96-00 giant weasel