

# BULIWYF



CLERC – MAGICIEN

PALADIN DE THOR

COMTE DE POHJOLA

Année 1061  
Alcyon

# FEUILLE DE PERSONNAGE

Date de création 17/02/2007

Nom

**BULIWYF MAGNUSSON**

Classe **Clerc / Magicien** Titre **Grand prêtre / Invoker** Niveau 11/14  
Race **Humain** Sex **M** Age **42,5 ans** Poids **90 kg** Taille **1m85**  
Dieu **Thor** Talents acquis **Forgeron** Classe social **UUC**

Couleur de peau **Blanche** Couleur des yeux **Vert** Couleur des cheveux **Roux** Autres **Barbe fournie**  
Signes particuliers **Iris de Lune oeil gauche, Iris de Soleil oeil droit** Age de mort **120 ans** Né un **29 février**  
Vision **Infra, Ultra (heaume)** Ecoute **Rien** Langues **Commun, Alignement, Nain, Hobbit, Gnome, Gobelin, Kobold**  
Résistances **MR 15% incompressible** Spécialisation **Invoker (école Invocation / Evocation) / Prêtre de Thor (sphères réduites)**  
Possession **508,636 po** Bourse **150 po en or** Gemmes **5000 po en gemmes diverses**  
Alignement **Neutre Bon** **1 diamant de 1500 po, 1 perles grises de 5000 po**

**Force**

**F** 16 **F** 96  
18

Ajustement	toucher +2	dommage +5	Ajustement poids	+4500	Défonçage de porte	7-8(3)	Torsion barreau	50%
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**Intelligence**

**I** 18 **I** 18

Langue aditionnelle	6	Chance de connaître les sorts	\	Minimum de sorts / niv.	\	Maximum de sorts / niv.	\
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**Sagesse**

**S** 17 **S** 22

Ajustement magique	+4	Bonus sorts	Niveau 1 +3	Niveau 2 +3	Niveau 3 +3	Niveau 4 +3	Niveau 5 +2	Echec sorts	0%
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**Dextérité**

**D** 12 **D** 12

Ajustement réaction	0	Ajustement projectiles	0	Ajustement classe d'armure	0
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**Constitution**

**C** 16 **C** 17

Ajustement point de vie	+3	Choc métabolique	97%	Chance de résurrection	98%	Nombre de résurrections	3
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**Charisme**

**C** 13 **C** 13

Nombre maximal de suivants	4	Ajustement loyauté	N	Ajustement réaction	N
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**Beauté**

**B** 12 **B** 12

Bonus / Malus charisme	0	Bonus / Malus race	0
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**Talents de classe**

**Prêtre**  
Niveau 1 : 5+3 = 8  
Niveau 2 : 4+3 = 7  
Niveau 3 : 4+2 = 6  
Niveau 4 : 3+4 = 7  
Niveau 5 : 2+2 = 4  
Niveau 6 : 1 = 1

**Magicien**  
Niveau 1 : 5x2+1\* = 11  
Niveau 2 : 5x2+1\* = 11  
Niveau 3 : 5+1\* = 6  
Niveau 4 : 4+1\* = 5  
Niveau 5 : 4x2+1\* = 9  
Niveau 6 : 2+1\* = 3  
Niveau 7 : 1+1\* = 2

**Classe d'armure**

Armure portée	Bracelet ACO	CA	0
Bouclier portée		Bonus	
Autres objets	Anneau +5, Heaume +2	Bonus	7
Dextérité		Bonus	
		CA de dos	-7
		CA de face	-7

**Jet de protection**

Paralyse/Poison/Mort magique +2	6	<b>Bonus dextérité</b> +0
Pétrification/Polymorph	9	<b>Bonus sagesse</b> +4
Baton/Bague/Batonnet	7	<b>Bonus constitution</b> +0
Souffle	11	<b>Bonus magique</b> +5 anneau, +2 heaume, +1 perle, +2 vs froid
Sorts	8	

**Armes utilisées**

	Arme	Force	Magie	P/M	G	Force	Magie	Commentaires
Toucher ACO Att/Round <b>10</b> <b>3/2</b> TACO Guerrier Marteau <b>14</b> <b>1</b>	Marteau	+2	+4	2-5	1-4	+5	+4	TACO 2; Att3/2; Spé de Thor
	Dague	+2	+1	2-5	1-4	+5	+1	
	Baton	+2		1-6	1-6	+5		
	Arbalète légère			1-4	1-4			
Pénalité de non-maitrise								

**Point de vie**

Total	Tiré	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	
<b>90</b>	<b>62</b>	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	
		56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	
Ajustement const.		+2	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**Vitesse de déplacement**

Pied	Vol	Nage
9"	"	"

**Aptitudes spéciales**

karma : +4 niveau de prêtre 1 quest spell / an Né 29 février : 4 an = 1 an  
Peut combattre jusqu'à -10 Régénère 3PV/tour -1 PV/dé sur le froid Embrassement de mana  
**Immunisé aux sorts**  
Cause fear, charm person, comand, friends, hypnotism, forget, hold person, ray of enfeeblement, scare, beguiling, domination, fear, charme monstre, confusion, émotion, maladresse, suggestion  
Summon rain in one acre (4046 m<sup>2</sup>, environ 65mx65m) 1F/j

**Point d'expérience**

Bonus 10%  
Clerc 825,365 xp  
Magicien 1,679,308 xp  
Niveau supérieur 1,875,001 xp

# OBJETS EN AVENTURE

Objet	Charges	Localisation
<b>Tête</b>		
Collier d'adaptation		Cou
Heaume +2 infra et ultra vision		Tête
<b>Cou</b>		
Amulette d'antidetection		Cou
Cape d'arachnia		Dos
Broche de vigueur		Cape
Bracelet AC0		Mains
<b>Mains</b>		
Anneau de protection +5		Main Gauche
Anneau de sorcellerie 1 & 2		
Anneau de sorcellerie 5		
Anneau de chaleur (+2 vs froid, ® 1PV/T, -1pv/dé)		Main Droite
Gantelets nordiques		Mains
<b>Ceinture</b>		
Ceinture de force des géants (19)		Non portée, Sac K
1 Dague +2		Ceinture
Marteau de Buliwyf		Main droite
Perle de sagesse		Poche droite
Perle d'Odin		Poche droite
Baguette de Foudre ®	11	Poche droite
Baguette de passage ®	26	(1 porte, 1 teleport, 1 teleport ss erreur, 1 dimensional folding)
Baguette de l'Hiver		
Chapelet de prière (Karma, blessing, curing x2)	Karma = +4 sur effet niveau de sort	
Perle de chance		+1/+05% sur saving
<b>Sacoche</b>		
Sac pliant de Kwalish		Lui-même
Boccob blessed book		Sac K
Parchemin de protection vs magie	1	Sacoche
Parchemin (Fermeture, Avoidance, 12 <sup>ème</sup> )	1	Sacoche
Parchemin (Levitation, Dispel magic, Fireball, 25 <sup>ème</sup> )	1	Sacoche
Purification food & drink	1	Sacoche
Remove curse	1	Sac K
Potion de détection des trésors	1	Sacoche
Solution ultime x3	2/1	Sacoche/Sac K
Anneau 1 souhait majeur	1	Caché derrière la broche

# MARTEAU DE BULIWYF – OFFERT DES MAINS MEME DE THOR

JAUNE ET NOIR, RELIQUÉ CRÉÉ PAR THOR POUR BULIWYF :  
IL NE PEUT ÊTRE UTILISÉ QUE PAR LES PRÊTRES DE THOR

Lorsque le marteau est utilisé comme arme de jet (25m), il revient à son propriétaire à la fin du round suivant le round au cours duquel il a été lancé ; il revient immédiatement si quelqu'un tente de le prendre.

Au combat, il donne une attaque supplémentaire par round.

Régénère 3 pv / tour

Le cleric combat au TACO de "paladin de THOR" (idem guerrier) et peut se battre jusqu'à son nombre de PV initial en négative

Vieillessement ralentit de 50%

1 quest spell / an (sous réserve de l'accord du DM)

Une note dans le gwo & milord concerne ce marteau : selon la RAM (Royales Archives de la Mémoire), il aurait été offert par les mains même de THOR, pendant les Chroniques du Chaos à Buliwyf afin de l'aider à combattre dans les Abysses sur le continent des morts dans la ville d'ArchaOs.



## SAC PLIANT DE KWALISH

La boucle d'accroche est une clepsydre (heure et date en tout temps). Selon la manière dont on déplie le sac on obtient un :

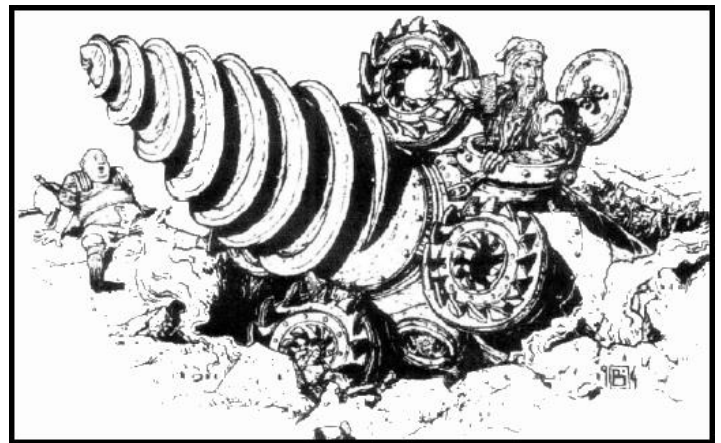
- KwaliPlane : ces prototypes sont constitués d'une minuscule nacelle équipée d'une arbalète (dég. 1D10) et surmonté d'une aile de cuir tendue sur un cadre en bois. Un seul homme peut y prendre place. Un levier de pilotage permet de changer l'orientation de l'aile et de suivre les courants aériens (cependant, les novices auront du mal à tenir plus de 20 minutes en vol). Chaque planeur contient un 'parachute' (KwaliParachute)

- KwaliKayac : bateau pliable de 3m (2-3 places)

- KwaliTente (3 places)

- KwaliMalle (100 litres) = petit trou portable

+1 appareil de Kwalish (à la maison)



## PERLE D'ODIN :

- porte-bonheur 1 fois / an (destin du maître du temps)

- vieillessement ralentit de 50%

- appel à l'aide d'Odin (10% d'être entendu)

- individualité : se détruit si touché par quelqu'un autre

- se matérialise sur son possesseur au bout de 24 heures si détruite

- MR 15% incompressible



## GANTELETS NORDIQUES :

Donne une force de champion : 18<sup>96</sup>

Ajoute +1 de dégâts/dé sur attaque de foudre



## BROCHE DE VIGUEUR :

+2 au sauvegarde contre le poison ou 20% de résistance quand il n'y a pas de sauvegarde

+1 en constitution



## OLWEN HALCIN, LA BAGUETTE DE L'HIVER

**Olwen Halcin**, Baguette de l'hiver est une baguette de glace, forgée sur le plan des Glaces éternelles, et enfermant l'énergie d'une créature élémentaire de glace.

Elle est composée d'un carré de cuir qui, une fois roulé sur lui-même et saisi à pleine main voit se former une baguette de glace en son sein.

**Olwen Halcin** permet de lancer les sorts suivants :

- Tempête de glace, 1/R
- Mur de glace, 1/T
- Cône de froid, 1/T

De plus, 4 sorts de froids contenus dans le Chant des Glaces peuvent être inscrits sur le carré de cuir, à la manière d'un parchemin, permettant ainsi d'accumuler des sorts dans la baguette. Une fois lancé, chaque sort est effacé, laissant la place pour le réécrire ou le remplacer. Il faut bien entendu avoir les capacités de créer des parchemins pour pouvoir se servir de cette fonction.

Elle est enchantée au 12ème Niveau



## CAPACITE : EMBRASEMENT DE MANA

*Pensée uniquement*, CT : 1s ;

Par cette capacité, le magicien choisit d'effacer de sa mémoire 2xN niveaux de sorts qu'il choisit, pour gagner un sort de son choix de niveau N. Ce sort ne fait pas partie de son maximum de sorts autorisés mais est limité aux niveaux de sort que le magicien peut normalement lancer.

Il y a malheureusement un pourcentage d'échec cumulatif par jour égal à 2xN que cette capacité échoue après que les sorts soient effacés de la mémoire (ex : le magicien utilise le même jour cette capacité pour lancer une boule de feu, le pourcentage d'échec est de 6%, il l'utilise ensuite pour lancer un cône de froid, cette fois le pourcentage d'échec est de 16%...)

En clair, on enlève 2 sorts d'un niveau pour en gagner un du même niveau que l'on n'a pas en mémoire.

## SAC DE POUSSIERE ARC-EN-CIEL

Dans ce sac, il y a une poussière arc-en-ciel qui permet de créer un cercle de téléportation. Le sac contient 3 doses, quand une dose est utilisée ou manquante elle se reconstitue en une semaine.

Pour créer le cercle de téléportation, il faut dessiner un cercle thaumaturgique. Ce cercle sera dessiné en rependant de la poudre par terre. Le lieu de destination doit être connu et sur le même plan.

Une fois le cercle dessiné, le sol de la destination apparaît au milieu du cercle. Pendant 1r, toute créature passant au-dessus du cercle ET marchant sur le disque intérieur sera transporté sur la destination.

Si la créature n'est pas consentante, elle aura droit à un JP vs magie.



## CONNAISSANCES DE BULIWYF

Mitrid d'Osinor  
Lorivade le Preux  
Akim  
Korn  
Lanzar  
Idril Calanor  
Aldébaran  
Rydeck  
Xiao-Hong-Yu

Tarn  
Nicolas Twin  
Veladorn Despena  
Brokk le féroce  
Elisheva

Algaric 1<sup>er</sup> Empereur d'Alcyon  
Madiera  
Gurney Halleck  
Lichna D'Otheim  
Snowl, fermier  
Lort, Roy de Norwold,  
Ulric von Carstein, Roy de Nouvelle  
Sylvanie  
Viktor, Roy d'Hathor

# POSSESSIONS PERSONNELLES / DANS LE KWALISAC

3 rations standard	1 briquet avec pierre	1 litre d'eau bénite
1 cheval	3 bougies	1 litre d'acide
1 gourde d'eau	1 fourrure pour l'hiver	1 fourrure d'ours blanc tricoté par des araignées
de la belladone	2 semaines de repas copieux	2 peaux de loup des glaces
de l'ail	4 torches	
1 miroir	10 chandelles	
1 lanterne	10 bougies	
30m de corde et grappin	3 flasques d'huile	

A voler à dos de rock, A combattu un Rhemoraz

Est mort dans les Grottes de Galamus #2 tuer par des titans incroyables enchainés. Le Seigneur Lort, Maître des Gorges de Galamus a une dette avec moi : il me doit quelques armes et armures de bonnes factures pour l'équipement des troupes de ma Baronnie comme paiement de mon investissement dans son avènement dans son accession à la noblesse. La livraison ne devrait pas tarder.

A appris à faire un cercle Thaumaturgique, a voyagé sur un autre plan et vu un seuil démoniaque, a tué une hydre de Lerne,

A vu une éclipse de soleil, utilisé un bâton équipé d'une lentille pour capter la lumière de Séluné et arrêter le Vagabond qui se précipitait sur Mystara. En la compagnie du Baron Mitrid d'Osinoir,

A assisté à une bataille épique entre une horde de démon et les plus grands seigneurs d'Alcyon.

A déjeuné avec l'empereur Algaric 1<sup>er</sup> en son château de Phénix, en compagnie de Madiera la conseillère,

## OBJETS A LA MAISON

Objet	Charges	Localisation
Cotte de maille +3		Maison
Fléau +1		Maison
Anneau +4 / +2		
Bracelet AC0		
Boule de cristal		Maison
Le chant des glaces		Maison
Livres de sorts		Maison
Baguette de Feu (M)	13	Maison

## LA PRIERE A THOR

« Voyez cela, je vois mon père.

Voyez cela, je vois ma mère et mes sœurs et mes frères.

Voyez cela, je vois tous mes ancêtres qui sont assis et me regardent.

Et voilà qu'ils m'appellent, et me demandent de prendre place à leur côté dans le palais du Valhalla, là où les braves vivent a jamais... »

# THOR

(INTERMEDIATE GOD)

One of the most popular gods of the Norse pantheon, Thor is the god of thunder, weather, and crops which are unusually vulnerable to the climate. He is also well known as a warrior, for he has battled many monsters on the behalf of Midgard and his fellow Asgardians. He has complete control over the weather, and so is sometimes worshipped by merchants who depend upon his good graces to make long trading voyages safe. At will, he can control any lightning bolt (natural or magical) in Midgard. He rides through the air in a chariot pulled by two magic goats, Tanngrisner and Tanngjost. If slain, these goats magically regenerate at dawn the next day. When wielding his magic hammer, *Mjolnir*, Thor can break any object. He usually wears a magical girdle, *Meginjarder*, which gives him a Strength of 25. Thor is a large, red-bearded man, usually dressed in chain mail.

## ROLE-PLAYING NOTES:

Thor is direct, uncomplicated, strong, loud, and has a tremendous appetite for drink and food. He is a special friend of mankind, and there is 2% chance/level that he will send his avatar to aid one of his priests in dire need of help. Omens from Thor are usually associated with the weather, especially thunder, lightning, and storms.

## STATISTICS:

AL cg; WAL any good; AoC thunder, weather, sky, crops; SY hammer.

## THOR'S AVATAR (WARRIOR 20, PRIEST 15)

Thor's avatar is a huge, red-bearded man. He often carries Mjolnir, which can be thrown up to 200 yards and never misses, returns to the thrower's hand in the same round, can cast 100 points of lightning bolts per day (broken up any way wielder desires), and requires a Strength of 25 to lift and wield. Thor's avatar can call upon the sun, elemental, or weather spheres for his spells.

Str 25	Dex 18	Con 18
Int 18	Wis 18	Cha 19
MV 18	SZ 7'	MR 30%
AC -2	HD 18	HP 160
#AT 3	THAC0 1	Dmg 1d8 + 5 (hammer) +14

## SPECIAL ATT/DEF:

Thor's avatar can be hit only by magical +1 or better weapons. When in Midgard, he carries Mjolnir, and wears both Meginjarder and the glove Jarn Grieper which allows him to attack three times per round and renders him immune to fire.

## DUTIES OF THE PRIESTHOOD

Priests of Thor must be brave, friendly, and honest. They may never back down from a challenge unless it is made simply to force them into certain death.

## REQUIREMENTS:

AB standard, but Str of at least 16; AL any non evil; WP hammer; AR a; SP all, charm, combat, elemental, protection, sun, weather; PW 5) summon rain in a 1 acre area; 12) lightning strike for 1d4/level; TU turn.

## SCHOOLS OF MAGIC

In this chapter, we'll take a close look at the various schools of magic, analyzing their strengths and weaknesses, examining their spells, and sizing up their specialists. We'll also look at the minor schools and explore the implications



of abandoning a school. The schools of magic add many interesting possibilities to a campaign. But not every wizard is destined to be a specialist, and not every player wants to play a specialist character. So let's begin with a basic question

## TO SPECIALIZE OR NOT TO SPECIALIZE?

The most crucial decision a beginning wizard must make is whether to specialize in a school of magic or instead opt for the life of a mage. Each has its advantages and disadvantages. For instance, the mage has a chance to learn any new spell he encounters, but the specialist's opportunities are more limited -- he cannot learn spells from schools that are in opposition to his own. The specialist has stricter racial and ability requirements than the mage, but he also has better saving throw bonuses.

The choice to specialize can have profound effects on a wizard's role in the game, and players should think carefully before committing their characters to a school of magic. Following are a few points to consider.

## ABILITY SCORES

A wizard must meet certain ability requirements to become a specialist. For instance, a wizard with a Dexterity of 15 can't become an illusionist. But even if low ability scores haven't eliminated all of the specialization choices, the player should still look at his character's Intelligence score and see how it affects his chance of learning spells. An Intelligence of 9 means that the character will have a 50 percent chance to learn spells of his speciality based on the normal 35 percent chance to learn a new spell for an Intelligence of 9 (Table 4 on page 16 of the Player's Handbook ) plus a 15 percent bonus for being a specialist.

An Intelligence of 17 means that the character will have a 90 percent chance to learn spells of his speciality (the normal 75 percent chance for an Intelligence of 17 plus a 15 percent bonus for being a specialist). Notice that the 15 percent bonus helps the character with the lower Intelligence more than it does the character with the higher Intelligence; the bonus boosts the Intelligence 9 character's chance from 35 to 50, an increase of more than 40 percent, while the Intelligence 17 character's chance is increased from 75 to 90, which is a boost of only 20 percent.

Clearly, the lower the Intelligence of a wizard, the more specialization helps to increase his chance of learning spells. This is somewhat offset by the specialist's limitations to which spells he can learn (he can't learn spells from oppositional schools), but over the course of a campaign, a low Intelligence wizard stands a good chance of learning more spells by specializing

## 1ST-LEVEL BONUS SPELL

A 1st-level specialist begins with two spells, but a 1st-level mage begins with only one. This difference is inconsequential over the course of a long campaign, but it can be significant if playing a short adventure with low-level characters

## CHANCE TO LEARN SPELLS

Consider the opportunities that mages and specialists have to learn new spells, perhaps the most compelling difference between them. As illustration, compare a mage with an Intelligence of 9 and an illusionist with an Intelligence of 9. The mage has a 35 percent chance of learning each new spell he encounters, regardless of its school. The illusionist has a 50 percent chance of learning illusionist spells, a 20 percent chance of learning alteration, divination, enchantment/charm, and conjuration/summoning spells (this percentage reflects the 15 percent penalty for learning spells from other schools). The illusionist has no chance of learning spells from the schools of invocation/evocation, abjuration, or necromancy, since these schools are in opposition to the school of illusion.

Assume that in a typical adventure, the mage and the illusionist each have the opportunity to learn 16 new spells from discovered spell books, NPC wizards, and other sources. Also assume that of these 16 spells, two are from each of the eight schools. The mage has a 35 percent chance of learning each of these spells, meaning that he is likely to learn five or six of them. The illusionist is denied the chance to learn six of them (from the oppositional schools); he has a 50 percent chance of learning two of them (meaning he is likely to learn one of the two), and a 20 percent chance of learning eight of them (meaning he is likely to learn two spells). In this example, the mage learns six spells, while the illusionist learns only three.

It doesn't improve for specialists with higher Intelligence scores; at Intelligence 16, for instance, a mage will learn about 12 of the 16 spells, while the illusionist will learn approximately eight of them.

Of course, the specialist receives a bonus spell when he advances a level, and the differences are less severe for certain specialties (diviners, for instance, are denied access to only one school). But over the course of a typical campaign, a mage will likely learn far more spells than a specialist

## INVOCATION/EVOCATION

**Description:** This school includes two types of spells, both of which use magical energy to create specific effects by bringing forth special forces that the caster shapes into constructs of energy or constructs of matter. Evocation spells use the natural magical forces of the planes. Invocation spells call on the intervention of powerful extradimensional beings.

**Specialist Name:** Invoker.

**Allowed Races:** Only humans are able to incorporate the complimentary energies necessary to master the spells of this school. Therefore, only humans are eligible to become invokers.



**Ability Requirements:** Because of the powerful energies involved, a lifetime of casting invocation/evocation spells is extremely stressful to a wizard's health. A minimum Constitution of 16 is necessary to specialize as an invoker.

**Saving Throw Modifiers:** All opponents modify their saving throws by -1 when attempting to save against an invocation/evocation spell cast by an invoker. An invoker adds a +1 bonus when saving against invocation/evocation spells.

**Bonus Spells and Acquired Powers:** An invoker can memorize an extra spell at each spell level, providing that at least one of the memorized spells is from the school of invocation/evocation. When an invoker reaches 17th level, he gains an additional +1 bonus when saving against invocation/evocation spells or against magical devices duplicating the effects of these spells. With his natural saving throw modifier, this effectively raises his bonus to +2. When an invoker reaches 20th level, he gains another +1 bonus when saving against invocation/evocation spells, effectively raising his bonus to +3.

**Oppositional Schools:** The invoker is denied access to spells from the schools of enchantment/charm and conjuration/summoning.

**Spell Analysis:** This school offers the specialist a range of spells of staggering power. In fact, no school has a wider variety of offensive spells available at all levels.

The high-level offensive evocation spells are nothing short of devastating; a single meteor swarm for instance, can inflict up to 160 hit points of damage. Accordingly, an invoker can be thought of as the wizardly equivalent of the mightiest fighter; when armed with a repertoire of invocation/evocation spells, the invoker is easily among the game's most powerful characters.

The invoker also has access to a number of potent defensive spells. Some of these provide protection against specific types of attacks, such as shield and fire shield, while others offer protection by hindering the actions of all enemies within the range of the spell, such as wall of fog and shout. Generally, the spells hindering enemy actions will prove to be more useful than spells protecting against a specific type of attack, unless the invoker suspects that he will be encountering specific types of monsters. For instance, if fire lizards roam the land, it's prudent to memorize fire shield.

A wise invoker realizes that the strongest spells are not necessarily the best ones. For instance, assume that a 10th-level invoker and his party are about to venture into an unknown area where large numbers of hostile creatures are rumored to live. Though the creatures are numerous, they're also rumored to be low-level, perhaps no more than 3 HD each. The invoker has both lightning bolt and Melf's minute meteors in his spell book -- which of the two will be the most helpful? The damage caused by a single lightning bolt exceeds that of minute meteors, but the lightning bolt can be used only once, while minute meteors enables the invoker to make up to ten attacks. A typical 3 HD monster has about 12 hit points. Undoubtedly, the lightning bolt will wipe out a 3 HD monster, but much of the lightning bolt's power is likely to be wasted. With luck, the minute meteors will disable numerous 3 HD monsters.

It is wise to memorize powerful single-shot offensive spells (such as lightning bolt and fireball) when the party expects to encounter high-level monsters, and to memorize multiple-shot spells (such as chain lightning and Melf's minute meteors) capable of disabling a number of opponents when low-level monsters are expected.

Though the invoker wields great power, it's important to remember that his Armor Class is no better than that of any other specialist. An invoker armed with lightning bolt, fireball, and a range of other formidable offensive spells is still vulnerable to attacks. A party who repeatedly sends their invoker on dangerous assignments alone or an invoker who consistently volunteers for such assignments is tempting fate; a single trap or successfully executed ambush can easily mean the end of his life.

#### **Most Desirable Spells:**

**Low-Level:** Magic missile is the most potent 1st-level offensive spell. Fireball, lightning bolt, and Melf's minute meteors are killers, perhaps the best low-level offensive spells of any school. Wall of fog and web are the best low-level offensive spells.

**Medium-Level:** There are three medium-level spells whose multiple forms make them particularly attractive; interestingly, they all are all cold-based spells. These include ice storms (two forms), wall of ice (three forms), and Otiluke's freezing sphere (three forms). Dream is a similarly attractive spell, since the invoker also gains access to its reverse, nightmare. Shout, wall of iron, and Tenser's transformation are all effective as both offensive and defensive spells. Cloudkill and chain lightning are excellent additions to any invoker's arsenal.

**High-Level:** Limited wish is limited only by the imagination of the caster and the parameters set by the DM (see the discussion of wish spells in Chapter 7 for more information). Binding, with its six different forms, is a terrific defensive spell. All but the mightiest of opponents will yield to an invoker armed with one or more of the following: Bigby's clenched fist, incendiary cloud, Bigby's crushing hand, energy drain, and meteor swarm.

**Ethos:** The school of evocation/invocation attracts the most serious-minded, intense, and determined wizards. Most are single-mindedly devoted to the mastery of their craft. Invokers of good alignment devote themselves to using their skills to promote goodness and eliminate evil, willing to sacrifice their lives if necessary. For evil-aligned invokers, the magic of invocation is the key to their ascendancy; to them, good is weakness and evil is strength. Because specialists of this school are men and women of extreme philosophies, invokers of neutral alignment are rare.

**Invokers are natural leaders:** fearless, inspiring, and authoritative. Their courage on the battlefield is without peer, and they perform as aggressors alongside the most able fighters. Since they are introspective, soft-spoken, and emotionally distant, invokers seldom establish strong personal relationships.

Invokers will live anywhere they can maintain their privacy. Common people willingly leave them alone, fearing their power and even regarding them as dangerous, and invokers do little to dispel this reputation. They shun material possessions, needing only enough funds to finance their research. They primarily earn money as teachers, though they will occasionally sign on as members of adventuring parties in order to find treasure.

# LA FAMILLE DE BULIWYF



Figure 1 : Dagmar Magnusson



Figure 2 : Nils Magnusson

