



THE ZINE



S I I M O  
W W W  
N O W  
Y O W  
T O W  
P O W  
T O W



# ORIGIN OF THE SLUG WIZARDS

In the year CY 500, somewhere in the region known as the Great Rift, the eccentric and slightly deranged wizard Thubia Atheb was experimenting in his subterranean lab. He was trying to he was interrupted by laboratory. Moments later, a domicile, and Thubia was to he noticed to his horror (or moving around nearby. He polished silver plate that had recognize what he saw. His shifted between shades of were gone and his arms tentacles. He discovered protuberances out of his body. He had three eyes could also extend or gastropod-like creatures. None looked identical, and they did, however, all resembling those of a strange creatures Great Rift and particular collection, creatures had in his experiment, found they were surprisingly naturally of magicks amorphous, perform any intricate that he m a n y he needed. He became "Father" of Wizards. For sect of Slug private, and These wizards specializing in the illusionists. They few but to their nature and grasp



Thubia Atheb was experimenting in his take on new polymorphic forms when something - or someone - breaching his massive seismic event disturbed the rendered unconscious. When he came was it delight?) other odd beings caught sight of his reflection in a fallen to the floor and he did not skin was bumpy, and its color green, purple, and grey. His legs had been replaced with that he could extend tentacles, and the rest of his on individual stalks that he contract. There were other crawling around his lab, none looked like him, share characteristics slug. Unknown and wander throughout the somehow, this of become repulsive. Over time, Thubia sentient, intelligent, and skilled in a variety. He found that his hands could number of gestures, needed spellcasting, and could form as appendages as for complex work, known as the the Slug. He most part, the Wizards is quiet, keeps to itself, are magic users spells of have crafted a spells, usable alone due to physical particular magic.

- david a.

pencilsanddungeons



# SLUG WIZARD SPELLS

System/mechanics have been left relatively ambiguous in hopes that you can find fun ways to adapt these ideas to your RPG or miniatures game of choice!

## Magus Limaxus's BROKEN WIND OF NOORGUL

a putrid cloud of gaseous stench, summoned from the bowels of the earth!

ROLL 3D6. IF ANY DICE SCORE A "6," TARGET PLAYER MUST REMEMBER TO HOLD THEIR NOSE SHUT FOR THE NEXT 3 TURNS. IF THEY FORGET, TARGET UNIT/CHARACTER TAKES D6 UNBLOCKABLE DAMAGE.



## PURVEYOR<sup>OF</sup> SLIME

THIS SPELL  
**automagically**  
SUCCEEDS.

...the *slug wizard* secretes a pool of goop with a radius of d8 distance.

all models other than the caster that wish to pass through the goop move at half their normal rate.

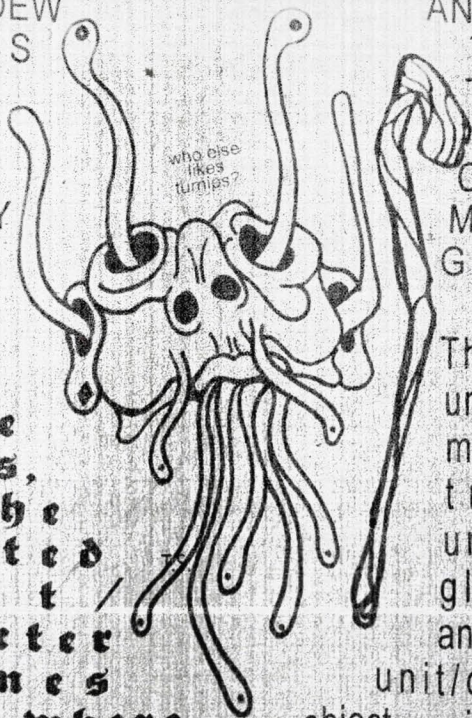
- dellon m.

pencilsanddungeons



# ENGULGERATE

THE SLUG WIZARD CONJURES A GOOEY BUBBLE FILLED WITH THICK YELLOW SLOP THAT SMELLS OF MILDEW AND FEET! IT DRIFTS TOWARD TARGETS AND POPS ON CONTACT, CREATING A MESS OF PASTY GLOOP.



In D3 turns, the ooze hardens, and the affected unit/character becomes rooted where they stand.

The affected unit/character may attempt to transfer unhardened gloop onto another target unit/character/object, with a 50% chance of success.

GM NOTE: WATER CAUSES HARDENED OOZE TO SOFTEN AND SLOUGH OFF.

-tanner 5.



TO CAST

ROLL A D6

On a result of 6:

Caster chooses non-friendly target unit/character. It must "roll back" all actions/movement by one turn, effectively "rewinding" time. Any damage dealt is un-dealt. Any actions made are un-made.

On a result of 1:

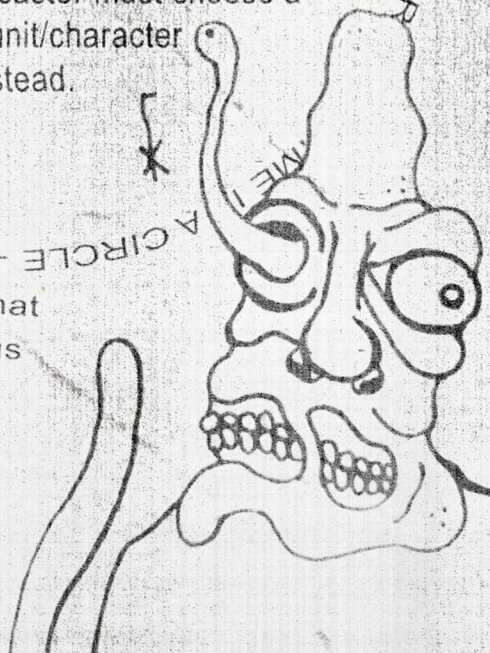
As above, but the caster must choose a friendly target unit/character instead.

If players disagree on what happened in the previous turn, settle it in a

**timely**

manner with a roll-off.

- chris b





# Gross love darts

y  
p  
s  
o  
b  
e  
l  
u  
m

The infamous "Slug Love Dart" is not just a vital aspect of Slug Wizard procreation, but also a

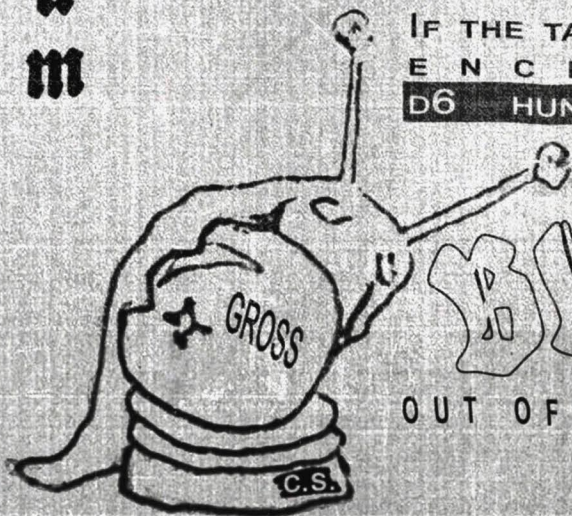
**TERRIFYING WEAPON**



CHOOSE A TARGET UNIT/CHARACTER WITHIN CLOSE COMBAT RANGE. TARGET MUST MAKE A SUCCESSFUL MORALE CHECK, OR IT BECOMES -HOPELESSLY-INFATUATED-WITH THE SLUG WIZARD.

THE AFFECTED UNIT/CHARACTER CANNOT TAKE OFFENSIVE ACTION AGAINST THE SLUG WIZARD FOR THE SPELL'S DURATION, BUT CAN O T H E R W I S E A C T N O R M A L L Y

IF THE TARGET DIES WHILE ENCHANTED,  
**D6 HUNGRY SLUGLINGS**



**BURST!**

OUT OF THE CORPSE!

- STEVE R



# VIRGIL PLUM'S OVERWHELMING infection of eyestalks

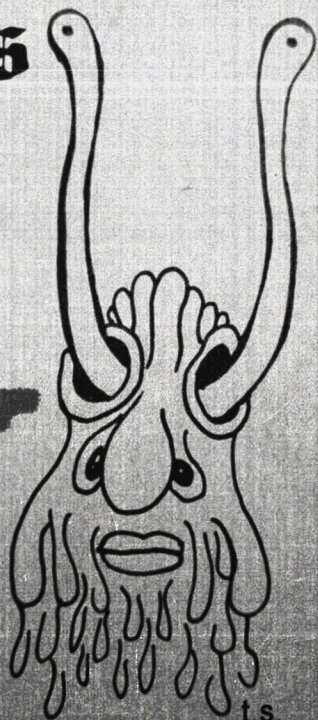
Nearby walls, ceilings, and other surfaces begin to crack as purple eyestalks worm their way out of them. They sway and glare, spying for secrets and projecting energy.

## 2D6 EYESTALKS

appear within "X" distance (GM/players decide value X). The eyestalks can either share line-of-sight with the caster, or can make a ranged attack using a random energy type.

Eyestalks have **1 hp** and can be destroyed with regular attacks.

Any eyestalks remaining after D3 turns are removed.



- nicolai ø.

t.s.



if the rpg/miniaturess system you're using  
doesn't have defined energy types,  
use these 6 types,  
or make up your own.

1

lightning

2

FIRE

three

ICE

4 corrosive

FIVE

FORCE

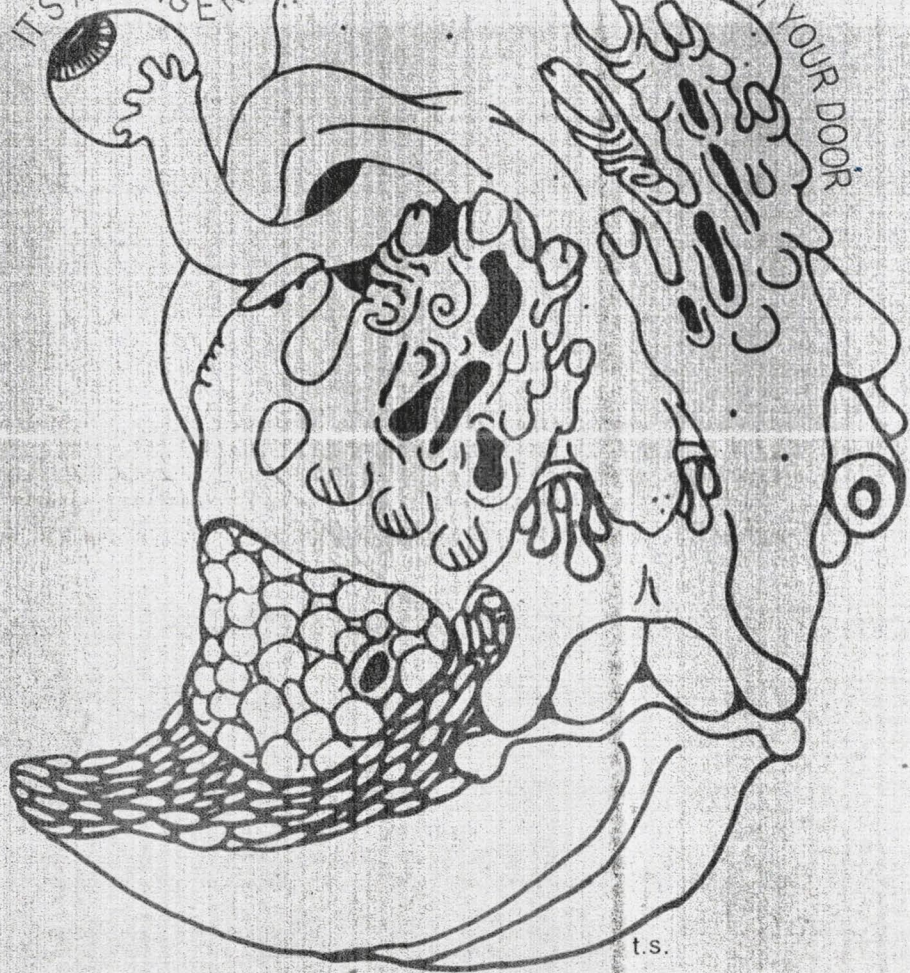
sonic

6





IT'S A DANGEROUS BUSINESS, WIZARD, WARPING OUT YOUR DOOR



t.s.



The <sup>20</sup>Slig <sup>21</sup>Wizard attempts to

# Harness the Warp

roll a **die 6**

- william f

**one.**

the power  
of the warp

**BACKFIRE**

The  
caster must  
attempt to save a  
wound, and takes  
Do damage if the save is failed.



nothing  
happens



The target temporarily  
becomes ~~mute~~.  
target player ~~may not speak~~  
during their next turn.

**FOUR**

Restore 1HP to a friendly  
model/character

**f** **IT'S ALIVE!**

**J**  
**B**  
**E** a dead, friendly  
model/character  
is revived! (or  
nothing happens)

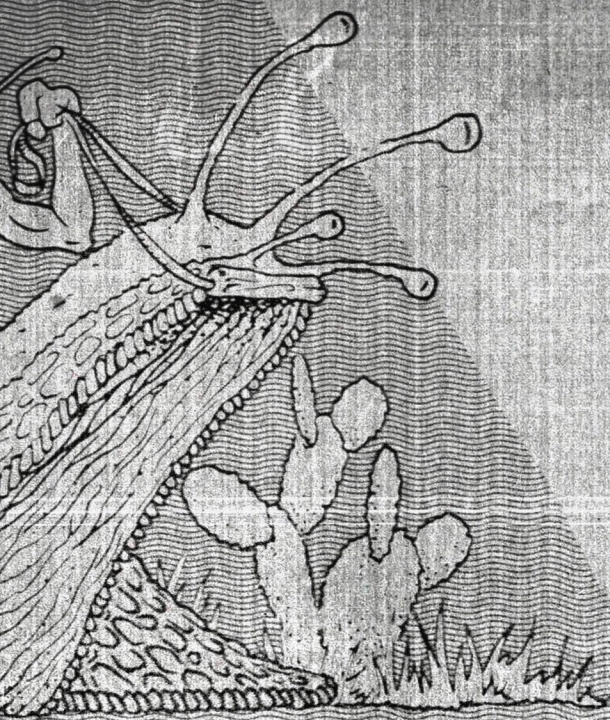
<sup>666</sup>  
**the big six**

A HUGE DEMON  
WHALE...OR HOUSE...OR  
SOMETHING!...FALLS ON TARGET  
MODEL/CHARACTER, CAUSING  
D3 UNBLOCKABLE DAMAGE.  
O U C H ! ! ! 1 ! ! 1









ARJAN VDB. @atelier.ag



# BILLY

the slug's  
magical

# MUCUS

LIVING IN THE DESERT IS not easy FOR A SLUG WIZARD.  
SO BILLY CAME UP WITH THIS SPELL TO CREATE MAGICAL MUCUS.  
BILLY CAN USE THE SPELL TO MOISTEN HIS SKIN,  
OR SHOOT IT OUTWARD UP TO 30 FEET.



The mucus covers  
a circle with a diameter of 10  
feet. Creatures trying to  
move through the mucus  
have to make a Dexterity  
Saving Throw **(DC 12)** or  
fall prone when entering  
the space.

-ARJAN VDB

TS



BEW  
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Slug Wizards are masters over the forces of life and death. Even still, these forces are difficult to control, and sometimes the wild powers turn against the caster.

this is...

## Mother Gaia's



Select a target unit/character, then choose which spell you wish to attempt.

target regains  $D3+2$  hp  
on a roll of  
**5+**

target takes  $D3+2$  dmg  
on a roll of  
**7+**

In either case, if the roll results in double 1s, the spell is unsuccessful and the caster takes  $D3$  damage.

If the roll results in double 6s, the **opposite** spell is cast instead of the chosen one. - José K.

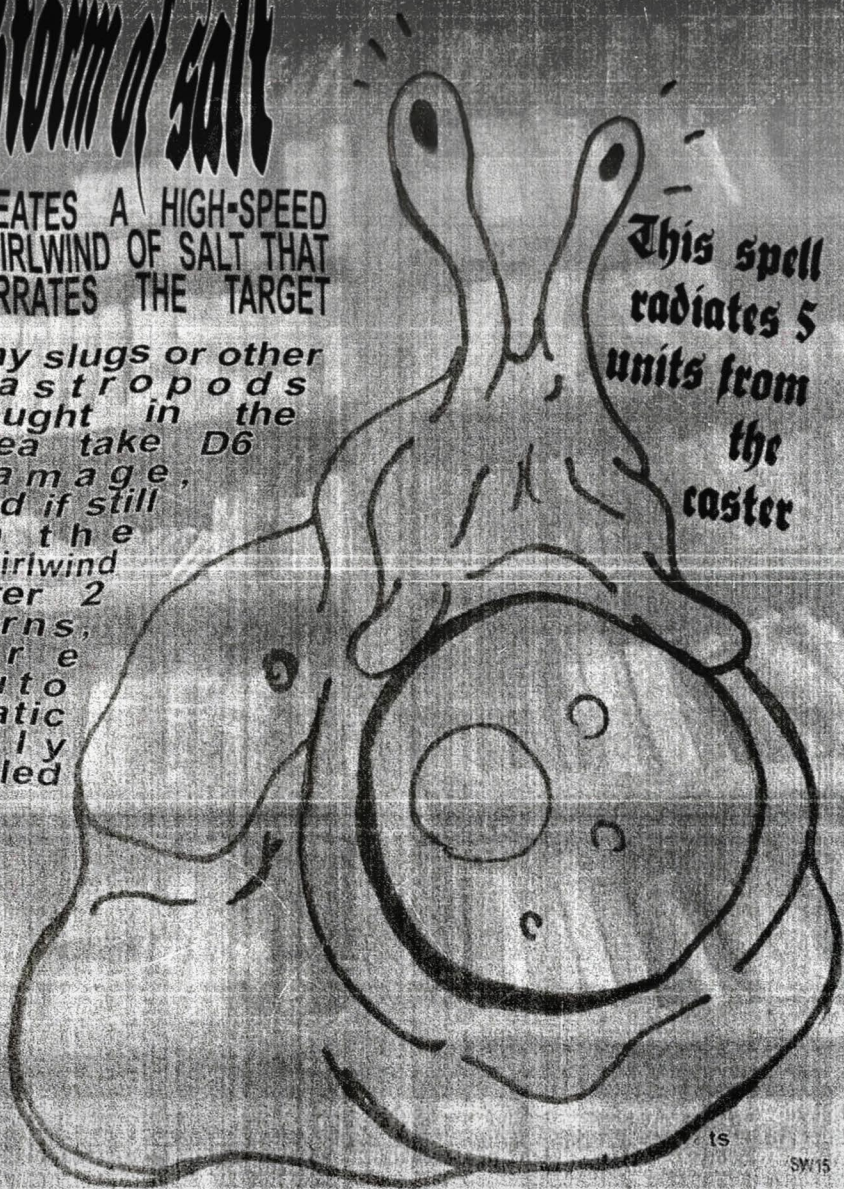


# Storm of Salt

CREATES A HIGH-SPEED WHIRLWIND OF SALT THAT SERRATES THE TARGET

any slugs or other gastropods caught in the area take D6 damage, and if still in the whirlwind after 2 turns, are automatically killed

This spell radiates 5 units from the caster

























































-brette



EVERY SLUG WIZARD WORTH HIS WEIGHT  
IN SALT HAS A RETINUE OF DEVOTED

# Knights

ROLL 2D6 TO  
DISCOVER THEIR  
HERALDRY

BLACK D6	 A SKULL	 A TOWER	 A LEAF	 RAINDROPS	 A ROSE	 SALT
D6 WHITE						
 STALKS						
 SLIME						
 A SHELL						
 A STAR						
 BEER						
 A DAGGER						

Then roll another D6 to determine the field pattern





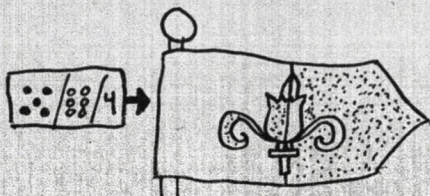


# BE CREATIVE

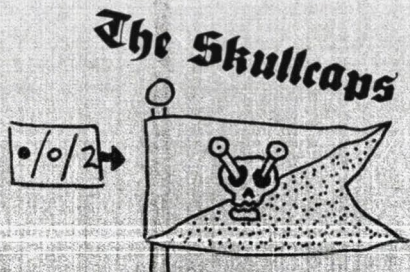
WITH HOW YOU  
COMBINE  
ELEMENTS

re-roll things  
you don't like

followtherules/ordonotfollowtherules



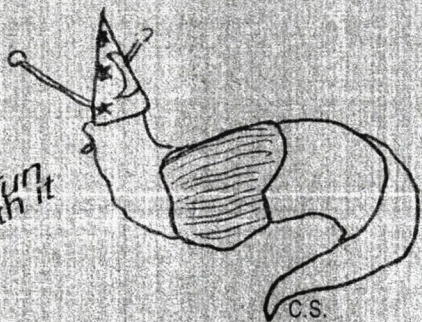
Order of the  
Piercing Rose



The Skullcaps



just have fun  
with it





# These spells are for the real grogslugs among you

WE ASKED A WELL-VERSED GM TO WRITE UP HARDCORE SPELLS FOR THOSE OF YOU WHO PLAY OSR-STYLE RPGS AND WANT A HANDFUL OF IDEAS!

## Salt Protection (Abjuration)

Level: 1 - Range: Touch - Duration: 2 Rounds/Level

Area of Effect: Creature Touched

Components: S, V, M

Casting time: 1 Segment

Saving Throw: None

This acts as a barrier around the Slug Wizard's body at skin level, protecting the affected from physical salt, salt water, etc. and allows the wizard to safely be in contact with the compound. Material component is a pinch of pepper.

## Blanket of Slime (Evocation)

Level: 3 - Range: 1" per Level - Duration: Special

Area of Effect: Special

Components: S, V, M

Casting time: 3 Segments

Saving Throw: 1/2 Coverage - Neg

This spell is akin to Web, but instead of being stuck fast, movement is decreased by a factor of 4, and anything loose or blowing around will adhere to the slime produced. AOE and suffocation chance are identical to Web. Strength, however, will not release; only an alcohol, solvent, or fire will remove it. Clothes will have to be washed and armor cleaned. If an item is dropped in or covered with it, retrieving it is like pulling something out of a strong glue. Material component is a ball of pine pitch.





### Ball Strike (Alteration)

Level: 3 - Range: 3' - Duration: Instantaneous

Area of Effect: The Material Component

Components: S, V, M

Casting time: 3 Segments

Saving Throw: None

This spell, when used, causes any stone or rock, when thrown underhand, to turn into a ball. The ball has a diameter of 1 foot, and weighs about 16lbs. It does D10 damage and acts as a +3 to hit weapon. Once expended, it reverts back to its original form.

### Dissolve (Alteration)

Level: 4 - Range: 1/2" per Level - Duration: Permanent

Area of Effect: Special

Components: S, V, M

Casting time: 4 Segments

Saving Throw: Neg

This allows the caster to dissolve a plant, animal, or mineral area, turning it into a sticky goo. If cast on a sentient being, the target is allowed a save at 3+. If the save is failed, the spell strikes the target like a volatile acid (see *gelatinous cube*). Water will wash off the effects if done immediately, otherwise it damages the target for 2 to 8 HP per round.

Material component is the caster's spit.

### "Out of your element" (Alteration)

Level: 3 - Range: Touch - Duration: 3 Turns per Level

Area of Effect: Creature Touched

Components: S, V, M

Casting time: 3 Segments

Saving Throw: None

The spell allows the target to move freely and breathe in an element other than their own. IE it allows a sea creature to move/function on or through land, air, or fire.

Verbal command is the word "Donnee."

Material components vary, based on the element to be traversed.



THUS FELL  
THE HOUSE  
OF THURJA  
AT THE B  
FATHER OF  
THE STING  
WIZARD  
A N D  
PROGENITOR  
OF OUR  
R O U D  
R A G



# Behold! The Slug Wizards!

---

The following pages contain pictures of the Slug Wizards created by modelers around the world for the first Slug Wizard event, which took place in spring of 2021.

If known, I have included each entrant's first name, last initial, and IG username current at the time of printing.

The images were supplied by the modelers.

I have attempted to make as few edits as possible to the original photographs beyond resizing and cropping. In a few circumstances, level adjustment and/or enlargement was necessary in order to make the images suitable for printing.

Participants, I am proud to showcase your creative work.

To everyone else: I hope these miniatures inspire you.

- The Editor





Daniel R. - \_skails



Simon S. - 4ydra





Allan M. - admacritchie



billie\_nye





Arian vdb. - atelier.ag





Andrew C. - forsaken: machine





Bryan Ruhe - @bryanruhepnw



Matt Ross - @totally\_not\_panicking





Joshua G. - the\_crooked\_weaver





Loris F. - coddaystudio



Terran A. - conjuredcraft





Dave W. - damp\_dog



David R. - dark\_kinetix





Christopher "Kip" T. - devourthekaiju



Samson S. - froth\_goblin



Ana P. - gardensofthecate



Giuseppe db. - gdlmakesweirtrhings







Greg C. - gregjinabasket





Sasha B. - illusionaryterrain





Evan H. - itswhatevan



Ben D. - jamjarastronaut





Roxy D. - keyez





Robert S. - knox\_hobby\_



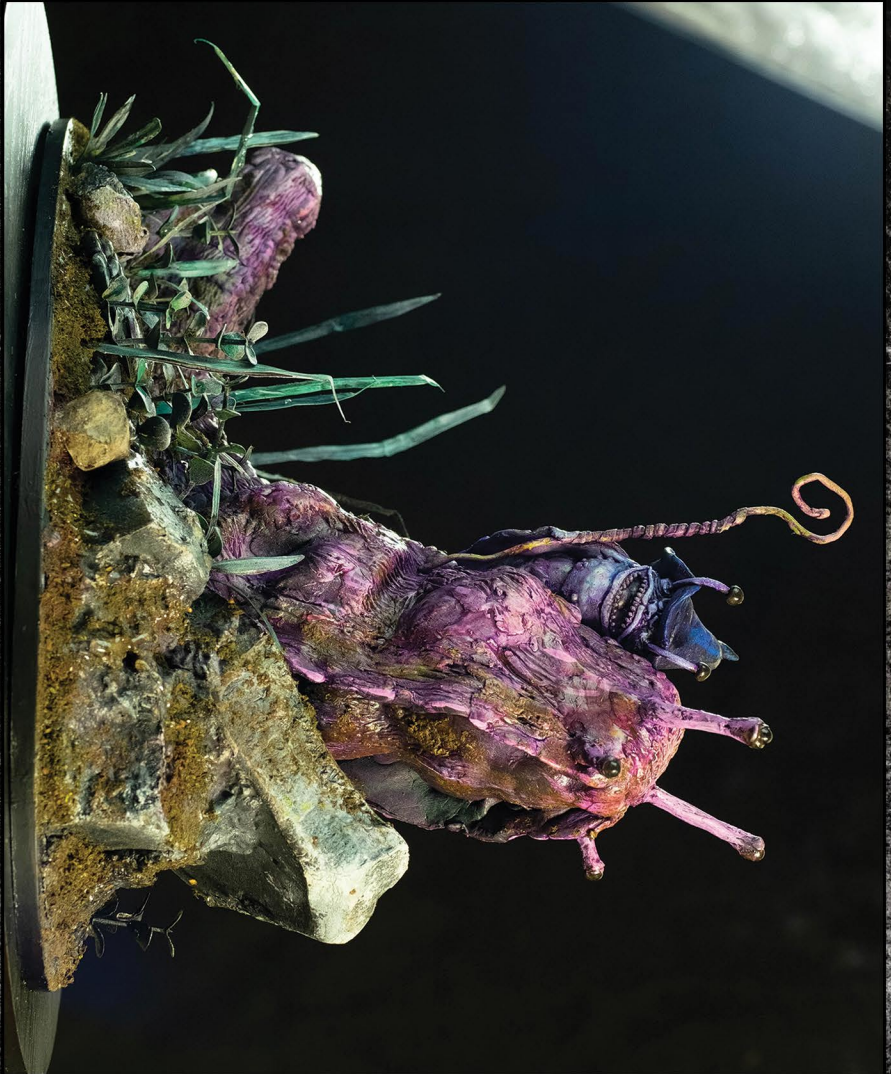


londoncreativ3



Ian R. - mtgyonkoma





Trent H. - miscast.co





Nick B. - moldmoldmold







Eva L. - mystic\_demonae



nerdcrafftHQ





Nicolai Ø. - Nicolai Ostergaard



Reece R. - pabs\_paints



Andrea K. - painting\_with\_loec



Brendan G. - quantumstateriaco





Brett E. - quarantine\_miniaturess



Roeland P. - roeland\_pellis



Paul S. - ravenssoul





Sam D. - sam\_f\_derache



James S. - shizzlemimis



Patrick L. - stellae\_faciem





Tanner S. - simpsonminiatures



Steve R. - steves\_paint\_brush



Chris B. - symptomatic\_chaos





Ben B. - thabenman



Joshua G. - the\_crooked\_weaver





Jesper I. - the\_princeps



Alzaiiah Q. - thecryptofcrafts



Matt R. - totally\_not\_panicking





Tyler G. - tylerisalrightatpainting



Marc F. - uncloughouille



Aaron M. - vox\_patina





Jimmy - sporehammer



Oliver L. - warhamandpaint





Will T. - weird\_witticism



Axel M. - thatwhatgrows



Dellon M. - whiteigtartablecraft











Joshua G. - wizard\_draws



Tom T. - woe.betide



mircodelu

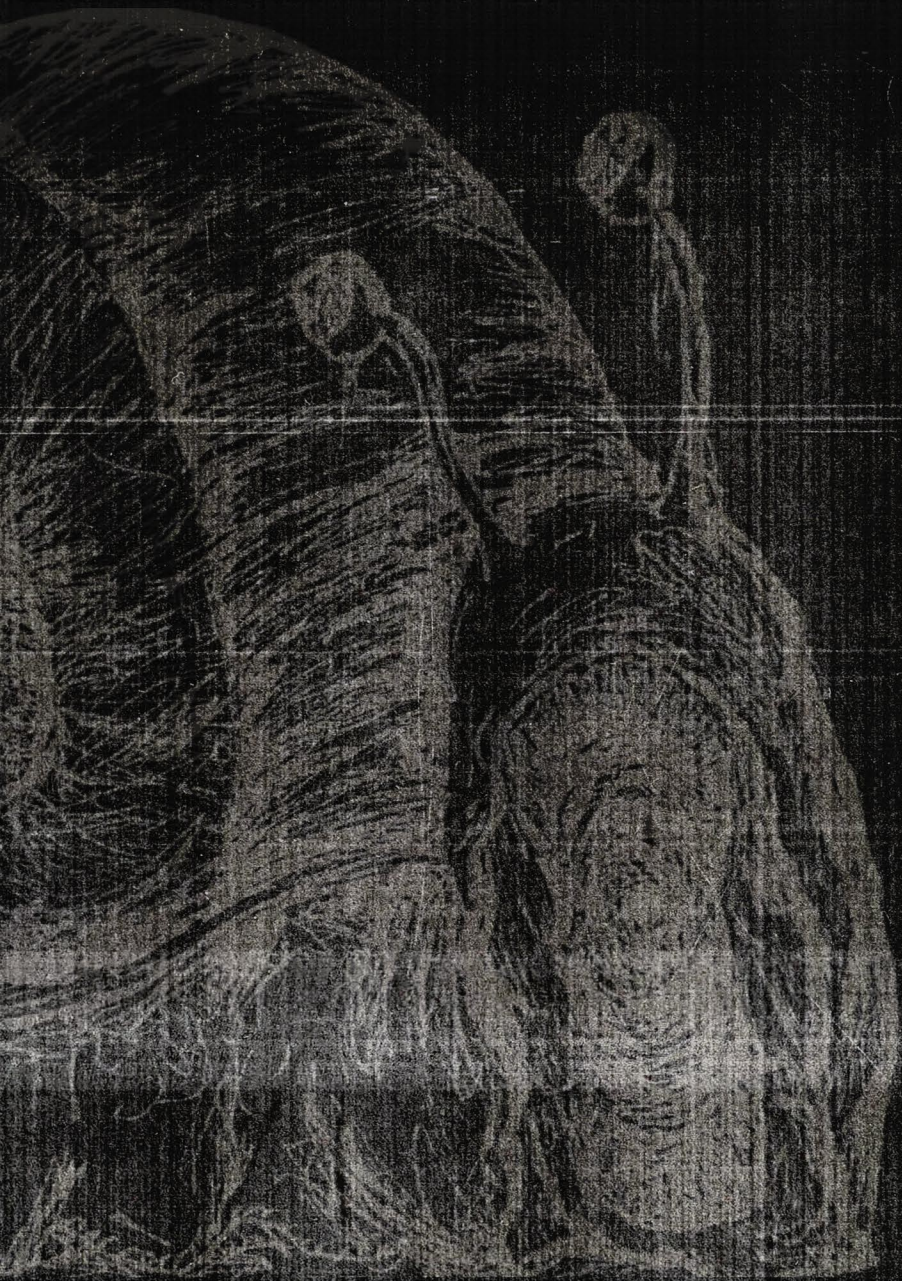


José K. - meistersquid





Max M. - wroughtwithrust





# Magus Limaxus wishes to thank:

matt "tnp" ross, whose work spawned this slimy idea / chris b, friend and first of the nu-slug wizards / nic "28" evans / kevin and ada / mister simon "4ydra" / jer for the oldhammer / neuicon for the kick-ass death metal logo / chris "pencilsanddungeons" for his beautiful illustrations / tanner s - your style is lit (ts) / crystal s (cs) / tylerisalrightatbeingawesome (tg) / zari! / david a for the slug wiz tale and OSR spells / all authors of the sacred spells / lauren for dealing graciously with my odd interests

~~tnp-28.com~~  
now it's smashbash.org  
pencilsanddungeons.blogspot.com

illgottengames.net

impious saint.itch.io

mammoth-miniatures.onlineweb.shop

cvltovcpcop.com

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Arial Narrow

Charter

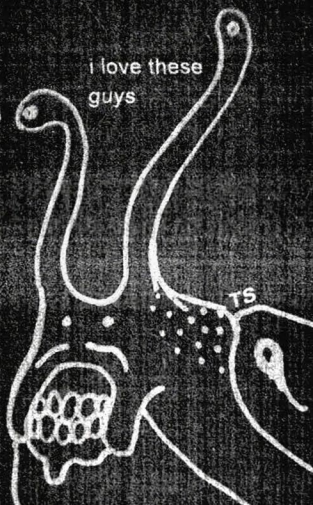
Sebaldus-Gotisch

BESTIARY  
MINIATURES

willfulmurder  
bandcamp  
.com

i love these  
guys

this zine is the second edition,  
reformatted for print during  
may 2022 for slug wizard  
rise of the squid gnomes





SECRET  
SECRET  
WIZARD  
WITH HIM  
SECRET



COMPILED AND CREATED  
FOR SLUG WIZARD SPRING  
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[slugwizards.com](http://slugwizards.com)