Wizard Magic

The list is organized first by level, then by type, then alphabetically. Suggested Use: Use a column for each game or different equipment selection. Indicate what magics you've taken by writing in the number taken in a cell. (Not by "X"ing in each quantity.)

						_			. 4.9.4
				Cost/	Magic name (type)	Range	Uses	Materials	Incantation and/or a neutral's effect
				MAX	1st Level				
				1/4	Heat Weapon (S)	20ft	1/life	None	By the fires of the Phoenix, I heat that "weapon" (x2)
Alway	/s Tal	ken ((Free)	0/-	Cancel (S)	50ft	unlimited		I cancel my magic (x2)
				1/4	Iceball (S)		1 bolt/U	White Magical Ball	Ball in left hand; Iceball (x5)
		+		1/4	Magic Bolt (S)		1 bolt/U	Blue Magical Ball	Ball in left hand; Magic Bolt (x5)
-	-	-		1/4	Shove (S)	20ft	1/life	Dido Magical Dali	I shove thee (x5)
++	-	-		1/-	` '				` '
\vdash	-	-	_	1	Talk to dead (S)	Touch		\/ II	Speak to me (x10)
	_	4		1/4	Bladesharp (E)		1/game	Yellow Cloth	Sharpen this blade (x10), Tie
	4	4		1/4	Bludgeon (E)		1/game	Yellow Cloth	Harden this weapon (x10), Tie
				1/4	Enchant shield (E)		1/game	Yellow Cloth	Shield in left hand; Enchant this shield (x10)
				1/-	Honor Duel (E)	20ft	unlimited	Yellow Cloth (2 or more	remain this duel pure (x5)
Alway	/s Tal	ken ((Free)	0/-	Stun weapon (E)		unlimited	Yellow Cloth	May this weapon stun its victim (x1)
			-	1	2nd Level				
			_	1/4	Hold Person (S)	20ft	1/life		I command you to stop (x3)
				1/4	Lightning bolt (S)		1 bolt/U	Yellow Magical Ball	Hold ball in left hand; Lightning bolt (x5)
				1/-	Mend (S)	Touch	1/life		Touch; Make this item whole again (x10)
				2/2	Wounding (S)	20ft	1/life		From my heart I strike off your "right or left arm or leg" (x2)
				2/-	Circle of Protection (FE)		unlimited	Yellow Cloth (10ft), War	nd Circle of Protection (x5)
				1/4	Forcewall (FE)		1/game	Yellow Cloth (10ft), War	nd Force Wall (x10)
				1/4	Harden (E)		1/game	Yellow Cloth, Wand	Tie; Harden this "item" (x5)
				2/-	Liplock (E)		•	Yellow Cloth	Hold wand in left hand; Remain the truth still (x5); Tie;
\vdash				1/-	Messenger (E)		1/game	Yellow Cloth	Cloth in Hand; Safe passage unto you (x10); Tie
-	-	-		1/4	Protection from flame (E)		J	Yellow Cloth	Cloth in Hand; Protection from the element of fire (x10); Tie
				1/4	Frotection nom name (E)		1/game	Tellow Clott	Ciour in Fland, Flotection from the element of file (x10), Tie
					3rd Level				
				1/4	Dispel Magic (S)	20ft	1/game	Wand	Wand in left hand; I dispel that magic (x5)
			1	1/4	Fireball (S)		1 bolt/U	Red Magical Ball	Ball in left hand; Fireball (x5)
		+		1/4	Mutual Destruction (S)	50ft	1/game		I call for our deaths (x5)
++	+	+		2/2	Wind (S)	LOS	1/game	Wand	Wand in left hand and see spell description
\vdash	+	+		1/4	` '	50ft	_		·
\vdash	-	+		1	Yield (S)	3011	1/game	Wand Wand in left h	nand; Yield thy arms and resist no longer, come unto me and be my captive (x3)
	_	4		2/-	Ambidexterity (N)		unlimited		Wizard doesn't need left hand to cast magic.
	_	4		2/-	Extension (N)		1/game	·	budly before magic) Doubles range of the magic for 1 use. Gives no range 20ft.
				1/4	Anti-magic (FE)		1/game	Wand, Markers, 50ft me	
				1/4	Projectile Protection (E)		1/game	Yellow Cloth	Cloth in left hand; Protection from Projectiles (x10); Tie;
				1/4	Protection (E)		1/game	Yellow Cloth	Cloth in left hand; May this magic protect you (x10); Tie;
				1/4	Touch of death (E)		1/game	Yellow Cloth	Cloth in left hand; Touch of death (x20); Tie;
					4th Level				
				4/4		F04	4/	\\/I	Mandia late band Lavasa than (140)
	_	4		1/4	Curse (S)	50ft	1/game	Wand	Wand in left hand; I curse thee (x10)
				2/1	Doomsday (S)	LOS	1/game	Wand	Wand in left hand; Doomsday "current count" (x350)
					Petrify (S)		1 bolt/U	Grey Magical Ball	Ball in left hand; Petrify (x5)
				1/4	Pyrotechnics (S)	50ft	1/game	Wand	Wand in left hand; I call upon the element of fire to destroy that "object" (x5)
				2/4	Sever spirit (S)		1/life	Already dead victim	On life thou has no hold, thy corpse is growing cold, discard this empty husk,
		\perp	_ _						thy spirit resides at dusk (x1)
			\perp	1/4	Enchant Weapon (E)		1/game	Yellow Cloth	Weapon in left hand; Enchant this weapon (x10); Tie
	╝	╝		1/4	Protection from Magic (E))	1/game	Yellow Cloth	Cloth in left hand; Protection from all forms of magic (x10); Tie
		T		2/4	Reanimate (E)		1/game	Yellow Cloth	Left hand on body; Rise and fight again (x10)
		T		1/4	Teleport (E)	Spc	1/game		Recite loudly Teleport (x5); Recite loudly Arriving (x5)
		-	-	•					
		,			5th Level				
		\perp		2/1	Sphere of Annihilation (S))	1 bolt/U	Black Magical Ball	Ball in left hand; Sphere of annihilation (x5)
		_[1/1	Advancement (N)		1/game		May purchase 3 points (not 3 magics) worth of initiate/1st level magic.
		Т		1/4	Lend (N)		1/game		May lend a magic (he has paid for) to another Wizard.
				2/1	Vivify (N)		1/game		Gives the Wizard 1 additional life
				1/2	Warskill (N)		1/game	Cuts the cos	st of a single weapon by half (round up). Not usable twice on the same weapon.
				2/4	Flight (E)		1/game		d wand & feather in left hand; Tie; Wouldn't if be nice to fly way up in the cloudy
					J··· \=/			Wand, Feather	sky; looking through the falcon's eye at the world that's drifting by (x1)
				•	Oth I arrel				
				1	6th Level				
	\perp	\perp		2/1	Expertise (N)		1/game		May buy 4 points (not 4 magics) worth of 2nd level magic.
		\perp		1/4	Stack (N)		1/game		May place two enchantments on a single Player. Notes are on page 2.
		\perp		1/1	Defend (E)		1/game	Yellow Cloth, Wand	Wand in left hand; Power defend me (x5)
LT	╝			2/1	Killing Grounds (FE)		1/game	Black Cloth (30ft), Wand	d (See spell description)
	T	T		1/4	Lich (E)		1/game	Yellow or Black Cloth (1	Oft)
		T		2/1	Transform (E)		1/game	Yellow Cloth, Wand, Ga	arb I transform thee into a monster (Repeat until target garbed) See spell
					. , ,				

WIZARD

Garb:

Wpns: Any one-handed, non-hinged, weapon under 4 ft. in length; staff; spear; dagger. Use deducts from available magic points.

Armor: None Shield: None

Magic: May cast spells and enchantments. Must cast magic with left hand (Exception --

Magic points useable to buy magic at that level.

aster	Spell Level							
evel	1	2	3	4	5	6		
1	10							
2	10	10						
3	10	10	10					
4	7	8	7	8				
4 5 6	6 5	6 5	6	6	6			
6	5	5	5	5	5	5		

Weapon costs	dagger	0
are deducted	short (3 ft.)	2
from every	long (4 ft.)	4
10 points	spear	3
of available	staff	2
magic points.	hinged/shields/bows	-

1st Level Wizard Magic

Bladesharp (E)

- Hold weapon in left hand; recite; tie cloth on
- E: A normally blue weapon is treated as a red weapon; If normally a red weapon then does 4 points does armor & in two hits destroys a shield & an arm. Only usable on bladed weapons

Bludgeon (E)

- Hold weapon in left hand; recite; tie cloth on weapon.
- E: As per Bladesharp except for Blunt weapons only.

Cancel (S)

E: Negates own magic only.

Enchant Shield (E)

E: Shield can only be destroyed by a Sphere of Annihilation and is unaffected by other magic.

Heat Weapon (S)

E: The weapon is considered useless for a 300 count.

N: Only works against weapons. Not against armore: Only works against weapons. Not against armor or shields. A *Mend* will not restore the weapon, however, a "new one" may be obtained from Nirvana or the

Honor Duel (E)

- Hold cloths in left hand; recite; tie cloth on each contestant.
- E: Each contestant is protected from outside forces. The victor is allowed safe passage to safe territory, preferably their home fort, ignoring all wounds till
- N: May not be used on members of the same team without Reeve's permission. Enchantment lasts until one dies or it is *Dispelled* or *Canceled*. "Safe passage" may not be dispelled. Combat is limited to a reasonable area.

Iceball (S)

- A direct hit to a person will freeze them in place for a 300 count, or until they are freed by a *Fireball* or *Dispel Magic*. They may neither fight nor be harmed. Two *Fireballs* will kill them.
- N: Barbarians are immune. Paladins and Anti-paladins can't be freed by a Fireball, nor can anyone bearing a Protection from Flame nor the Sword of Flame

Magic Bolt (S)

- E: A direct hit to a person will kill or wound them just as if it were a throwing weapon. May be blocked and parried just like any normal throwing weapon. Destroys one point of armor.
- N: Effects all classes. Bounces do not count. Is not stopped by Protection from Projectiles.

Shove (S)

- E: Forces victim to back up 20 ft. by telekinetically shoving them
- N: Cannot force a person into a physically dangerous position. Will work against Frozen, Sleeping, Wounded, etc. persons. Barbarians, Paladins, & Anti-Paladins are immune.

Stun Weapon (E)

- Hold cloth in left hand; recite; tie cloth to weapon. Allows a thrusting weapon such as spear or arrow to be used to subdue.
- N: Barbarians can't be Stunned or Subdued, & will take normal damage from a weapon so enchanted.

Talk to Dead (S)

E: Person must answer one ves/no question truthfully N: Paladins & Anti-Paladins are immune.

2nd Level Wizard Magic

Circle of Protection (FE)

- Lay yellow cloth in a circle; recite; place persons and/or items you wish to protect inside.

 E: Persons/items have ceased to exist, can't harm or
- be harmed by anyone, nor can they cast magic. The are desolid (exception, see notes below.)
- N: Can't block or restrict access to an area, it doesn't N: Cant block or restrict access to an area, it doesn't exist on this plane. Can't be used as a cage except to hold yielded enemies in. Enchantment is broken by anyone exiting the Circle. No one can enter without recasting the spell. No game item, nor person acting as a game item, may be put inside. Protection starts when you step inside the spellcast Circle. Magic casters in these may cast verbal magic at others that are in circle of protection.

Forcewall (FE)

- Lay cloth out in straight line; wand in left hand; recite: touch the wand to cloth.
- E: Creates an impenetrable 10-ft. x 10-ft. wall: like circle of protection, start only when all of "I" is completed. Caster must stay within 100 ft.
 N: Force wall blocks verbal magic.

Harden (E)

- E: Makes objects indestructible, except versus Sphere of Annihilation and Relics
- N: Cannot be placed on player, garb, armor, etc.

Hold Person (S)

E: Victim's feet are frozen to ground for 100 count. May yell, fight, or cast magic except movement.

arians, Paladins, Anti-Paladins, and Monks above 2nd level are immune. May be cast while moving. The Wizard is not required to have his spellbook in order to cast this spell.

Lightning Bolt (S)

E: A direct hit to a person or object will destroy them. Not stopped by armor.

Liplock (E)

- E: Bearer cannot be forced to speak nor otherwise respond to questions asked under Talk to Dead and similar magic. Does not affect tracking.
- N: May only be cast on each player once per game. Can't be cast on Barbarians. Disappears when the person comes back to life instead of when he dies.

Mend (S)

E: Broken item is repaired (or 1pt armor in 1 location).
N: Will not negate the effects of *Heat Weapon* or Curse Weapon. If an Enchanted item is Mended, its

Messenger (E)

- E: Person must go straight to destination, deliver message, return to where spell was cast. Can't harm or be harmed, simulates telepathy.
- N: Cannot be dispelled.

Protection from Flame (E)

- E: protects against all forms of flame, including lightning, treat Sword of Flame and flameblade as normal hit.
- N: Negates a fireball's negation of *Iceball* & healer/druid entangle.

Wounding (S)

- E: Victim's limb is destroyed.
- N: Victim must be unwounded prior to spellcasting. May be spoken while moving. Monks, paladins, and Anti-paladins are Immune. The Wizard does not need to be carrying his spellbook to cast this spell

3rd Level Wizard Magic

Anti-magic (FE)

- Mark 50ft. radius area, wand in left hand; recite; No magic of any kind will work within the circle,
- though enchantments will reappear when removed from the affected area. Classes using skills which simulate magic may. Dispel Magic cast from outside the radius will dispel it.

Dispel Magic (S)

- E: Spell or enchantment is Dispelled, reanimated fighters die, not usable against Relics.
- N: Does not affect -- neutrals, magic already completed (Healing, Wounding, etc.), Commune, Messenger, Teleport, Passplant, Lost, Banish, class abilities or skills, Honor Duel victory passage. Dispels all enchantments on target. Usable against *Protection* from Magic, druidic magics bought with Bardic Voice, Anti-magic if cast from outside the Anti-magic circle, and most higher level magic.

All Magical Balls must be padded.

Extension (N)

N: Is not used up unless the accompanying magic is completely cast. Enchantments cast with an Extension must be placed on the affected individual as soon as reasonably possible.

Fireball (S)

- E: Destroys anything it touches, even on a roll or foot shot. The wizard may state before throwing that the fireballs will "remain active", they will continue to burn for 2 minutes. Not stopped by armor.
- Paladins and Anti-Paladins are im

Mutual Destruction (S)

E: Both the Wizard and their victim die.
N: Paladins, Anti-Paladins, and Monks above 4th level are immune. Defend or Protection from Magic will not save a wizard from his own Mutual Destruction.

Projectile Protection (E)

E: Protects from all non-magic thrown & shot objects. N: Ineffective against *Magic Bolts* or magical balls. Stops siege weapons & Dagger of Infinite Penetration.

Protection (E)

E: Negates first hit, magic or not. May be simulcast to stack up to 4 on one person, to protect against up to 4 hits. Not good versus verbal attacks. Is not armor, but a limited invulnerability.

Touch of Death (E)

- E: Bearer of enchantment's touch kills, (via either hand). Allows one touch before discharged.

 N: Will work through clothing, not through armor.
- Monks are immune.

Wind (S)

I: Hold wand in left hand and recite 2 x

- "Sleeping force of wind I hail send you forth a mighty
- Gentle sigh which once beguiled make your breeze tornado wild. Sirocco into Cyclone gain, breeze become a Hurricane.
- Make my enemy your foe. Strike for me a telling blow. Scream down from the mountains high, Sweep those fighters toward the sky. Cowards, heroes, fools the same, trapped within this
- deadly game. Strike at foes, leave friends behind, Bite them with your
- teeth unkind.

 Buffet, whip them to the bone, toss them in a pile at
- Then whisper a gentle song, and return where you belona-
- nestled against the azure sky, song in forest, willows
- All enemies in sight are blown back to their base. N: Paladins and Anti-Paladins are immune.

Yield (S)

- E: Victim must lower weapons and surrender immediately, moving straight to Wizard, then may begin a 500 count. If they are not killed, when they have counted they may return to their Base. May only be kept from wizard by death or another Yield, not subdual or force.
- N: Barbarians, monks above 2nd level, paladins and anti-paladins are immune. Feed captive must go to fort, considered teleport. Other magic still affects the

4th Level Wizard Magic

Curse (S)

- E: Victim dies
- N: Paladins, Anti-Paladins, & Monks(>4th) are immune.

Doomsday (S)

E: All enemy in sight at end of spell die.
N: Paladins, Anti-Paladins, & Monks(>4th) are immune.

Enchant Weapon (E) E: Causes wounds to kill, all limb hits are death.

Petrify (S)

- E: A direct hit will cause the victim to freeze in place--a stone statue. Like *Iceball*, even a hit to equipment will affect the victim. Healing Heal and Stone to Flesh negates this spell or the victim may choose to take a death.
- N: Barbarians, Paladins, & Anti-Paladins are immune

Protection from Magic (E)

E: Blocks all forms of magic, even Heal & Resurrect.N: Does not block class abilities or a flamewall. Dispellable. Treat weapons with enchantments as

Pyrotechnics (S)

- E: Object destroyed.

 N: Can't destroy Bases, Relics, or game items.

Reanimate (E)

Person lives again as if they had never died. N: Dispel Magic will kill, must wear yellow cloth. Person does not retain enchantments carried before death (exceptions: 6th level scout, wizard stack).

All Wizard Magical Balls must have streamers.

Sever Spirit (S)

- - Touch victim; recite
 Causes corpse to be impossible to Resurrect,
- Reanimate or Raise the Dead in any manner.

 May only be used on dead bodies. (undead creatures must be killed and then cured before this spell will work on them). Will permanently kill undead creatures that are on their last life and will kill a lich

Teleport (E)

- R: Game boundaries.
- E: May go to any one location; can't harm others, be
- harmed, or be followed.

 Must go straight to destination & must tell a Reeve or teammate destination. May not be dispelled. Barbarians are immune.

5th Level Wizard Magic

Flight (E)

- E: Bearer is able to fly, as long as they flap their arms bearier is able to hy, as long as they hap their arms and emit occasional piercing screeches. Bearer may only be attacked by ranged attacks and may only use verbal magic. Range for spells is considered to the same as the actual physical
- May only be cast on self, unless used with Lend. If Lended, the borrower casts on self.

Sphere of Annihilation (S)

- E: Will destroy anything and everything; even enchanted, hardened, or protected items and targets with any type of defenses with the exception of invulnerability. Counts as one hit against invulnerability. Works exactly like a
- exception of invulnerability. Counts as one in against invulnerability. Works exactly like a lightning bolt for purposes of determining hits. N: Is not a form of flame. Works against all classes. Bounces do not count. Healer protect and Druid his count. Count of the count of th stoneskin work against this spell. Protection from Magic stops this.

6th Level Wizard Magic

Defend (E)

- Confers 1 level of Protection and "Protection from E: (Magic, Projectiles, or Flame; choose one)", while
- allowing the Wizard to still cast magic. N: May only be cast on self unless used with a Lend.

Killing Grounds (S/FE)

- To set trap, lay out cloth in a circle, wand in left hand;
- recite:
 "Poison seep, venom creep, flesh in mossy graves yet deep; Rise from your undreaming sleep, bide and soon make
- To trigger, enter circle and recite:

 *Rise up now, receive thy pay; the promised time has come, now slay.**
- All within the circle die
- N: May not be used with Extension or within 50 ft. of a base or fort. No other fixed enchantment will exis within its radius. Wizard also dies. If wizard is killed before triggering the trap, then the magic is not expended. Affects all classes except 5th level monks. No form of magic (Protection from Magic, Defend, protect, etc.) will save the wizard from death once this spell is expended. Is the only fixed enchantment that

may be pre-placed.

- Lich (E) After having died his last natural death, the wizard returns as a Lich. A Lich is bound to the place where he died, trapped within a small circle of earth. They are neutral, but like any Monster, can be bribed or convinced for help or magic. may cast the circle of protection by reciting its
- incantation only 3 times.

 N: May not be within 100 ft. of a base. May never move nor be moved except when dead and then never within 100 ft. of a base or more than 100 ft. from its original location. A Lich has all the Wizard's per life spells, as well as any other magic the Wizard had left. Remember that this magic is an enchantment and subject their limitations. A Sever Spirit or Dispel Magic will kill a Lich. A Lich is still considered to be a Wizard.

and may still die from normal means.

N: May not be used on self, be stacked on itself, or be combined with other classes' enchantments. The cost must still be paid for the two enchantments to be used.

Transform (E)

- Player dresses in Monster garb while Wizard holds wand in hand, Wizard constantly repeats:
- transform thee into a (monster.)"

 Player sacrifices 4 lives to be transformed into a Monster with one life.
- May only be cast on someone who has not yet died. Restricted to: Mummy, Dryad, Giant, Unicorn, or Siren. The garb for the Monster must meet the required standards. Once the Monster dies, it is out of the game. May be dispelled.

Fixed enchantments disappear when the caster dies.