

# 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.)

Cost/ MAX	Magic name (type)	Range	Uses	Materials	Incantation <i>and/or a neutral's effect</i>	
<b>1st Level</b>						
	1/4	Heat Weapon (S)	20ft	1/life	None	By the fires of the Phoenix, I heat that "weapon" (x2)
Always Taken (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		I shove thee (x5)
	1/-	Talk to dead (S)	Touch	1/game		Speak to me (x10)
	1/4	Bladesharp (E)		1/game	Yellow Cloth	Sharpen this blade (x10); Tie
	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)
Always Taken (Free)	0/-	Stun weapon (E)		unlimited	Yellow Cloth	May this weapon stun its victim (x1)

<b>2nd Level</b>						
	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), Wand	Circle of Protection (x5)
	1/4	Forcewall (FE)		1/game	Yellow Cloth (10ft), Wand	Force Wall (x10)
	1/4	Harden (E)		1/game	Yellow Cloth, Wand	Tie; Harden this "item" (x5)
	2/-	Liplock (E)		unlimited	Yellow Cloth	Hold wand in left hand; Remain the truth still (x5); Tie;
	1/-	Messenger (E)		1/game	Yellow Cloth	Cloth in Hand; Safe passage unto you (x10); Tie
	1/4	Protection from flame (E)		1/game	Yellow Cloth	Cloth in Hand; Protection from the element of fire (x10); Tie

<b>3rd Level</b>						
	1/4	Dispel Magic (S)	20ft	1/game	Wand	Wand in left hand; I dispel that magic (x5)
	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
	1/4	Yield (S)	50ft	1/game	Wand	Wand in left hand; Yield thy arms and resist no longer, come unto me and be my captive (x3)
	2/-	Ambidexterity (N)		unlimited		<i>Wizard doesn't need left hand to cast magic.</i>
	2/-	Extension (N)		1/game		Extension (loudly before magic) <i>Doubles range of the magic for 1 use. Gives no range 20ft.</i>
	1/4	Anti-magic (FE)		1/game	Wand, Markers, 50ft measure	May all forms of magic forsake this place (x20)+Special
	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;

<b>4th Level</b>						
	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, thy spirit resides at dusk (x1)
	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
	2/4	Reanimate (E)		1/game	Yellow Cloth	Left hand on body; Rise and fight again (x10)
	1/4	Teleport (E)	Spc	1/game		Recite loudly Teleport (x5); Recite loudly Arriving (x5)

<b>5th Level</b>						
	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		<i>May purchase 3 points (not 3 magics) worth of initiate/1st level magic.</i>
	1/4	Lend (N)		1/game		<i>May lend a magic (he has paid for) to another Wizard.</i>
	2/1	Vivify (N)		1/game		<i>Gives the Wizard 1 additional life</i>
	1/2	Warskill (N)		1/game		<i>Cuts the cost of a single weapon by half (round up). Not usable twice on the same weapon.</i>
	2/4	Flight (E)		1/game	Yellow Cloth, Wand, Feather	Hold wand & feather in left hand; Tie; Wouldn't it be nice to fly way up in the cloudy sky; looking through the falcon's eye at the world that's drifting by (x1)

<b>6th Level</b>						
	2/1	Expertise (N)		1/game		<i>May buy 4 points (not 4 magics) worth of 2nd level magic.</i>
	1/4	Stack (N)		1/game		<i>May place two enchantments on a single Player. Notes are on page 2.</i>
	1/1	Defend (E)		1/game	Yellow Cloth, Wand	Wand in left hand; Power defend me (x5)
	2/1	Killing Grounds (FE)		1/game	Black Cloth (30ft), Wand	(See spell description)
	1/4	Lich (E)		1/game	Yellow or Black Cloth (10ft)	
	2/1	Transform (E)		1/game	Yellow Cloth, Wand, Garb	I transform thee into a monster (Repeat until target garbed) See spell

