

Wizard

Magic

Cost/ Max	Magic Name (type) 1st Level	Range	Use	Materials	School	Incantation/effect	
	1/4	Bladesharp (E)		1/Game	Yellow Ribbon	Sorcery	"Sharpen this blade"(x10) simul
	1/4	Bludgeon (E)		1/Game	Yellow Ribbon	Sorcery	"Harden this weapon"(x10) simul
Always Taken (free)	0/-	Cancel (N)		Unlimited		Sorcery	"I cancel my magic"(x2)
	1/4	Enchant Shield (E)		1/Game	Yellow Ribbon	Protect	"Enchant this shield"(x10)
	1/4	Heat Weapon (S)	20ft	1/Life		Flame	"By the power and might of the sun, I heat that (weapon)"(x2)
	1/-	Honor Duel (S)	20ft	Unlimited		Sorcery	"both names" "Remain this duel pure"(x5)
	1/2	Iceball (B)		1 Bolt/U	White Magic Ball	Subdual	"Iceball"(x5)
	1/4	Magic Bolt (B)		1 Bolt/U	Blue Magic Ball	Sorcery	"Magic bolt"(x5)
	1/4	Shove (S)	20ft	1/Life		Sorcery	"I shove thee"(x5)
Always Taken (free)	0/-	Stun Weapon (E)		Unlimited	Yellow Ribbon	Subdual	"May this weapon stun its victim"
	1/-	Talk to Dead (S)		1/Game	Dead person	Spirit	"Speak to me"(x10)

2nd Level

	2/-	Circle of Protection (FE)		Unlimited	10 ft Cloth	Sorcery	"Circle of protection"(x5)
	1/4	Forcewall (FE)		1/Game	10 ft Yellow Cloth	Sorcery	"Forcewall"(x10)
	1/4	Harden (E)		1/Game	Yellow Ribbon	Protect	"Harden this (name of item)"(x10)
	1/4	Hold Person (S)	20ft	1/Life		Subdual	"I command you to stop"(x3)
	1/4	Lightning Bolt (B)		1 Bolt/U	Yellow Magic Ball	Flame	"Lightning bolt"(x5)
	2/-	Liplock (E)		Unlimited	Yellow Ribbon	Sorcery	"Remain the truth still"(x3)
	1/2	Mend (S)		1/Life		Sorcery	"Make this item whole again"(x10)
	1/-	Messenger (E)		1/Game	Yellow Ribbon	Sorcery	"Safe passage unto you"(x10)
	1/4	Protect from Flame (E)		1/Game	Yellow Ribbon	Protect	"Protection from the element of Fire"(10)
	2/2	Wounding (S)	20ft	1/Life		Death	"From my heart, I strike off your right/left arm/leg"(x2)

3rd Level

	2/-	Ambidexterity (N)		Unlimited			User may cast magics with either hand
	1/2	Anti-Magic (FE)		1/Game	50ft line, yellow markers	Sorcery	"May all forms of magic forsake this place"(x20)
	1/4	Dispel Magic (S)	20ft	1/Game		Sorcery	"I dispel that magic"(x5)
	2/-	Extension (N)		1/Game			"Extension (Spell)" Doubles range;touch becomes 20ft
	1/4	Fireball (B)		1 Bolt/U	Red Magic Ball	Flame	"Fireball"(x5)
	1/4	Mutual Destruction (S)		1/Game		Death	"I call for our deaths"(x5)
	1/4	Pro-Projectiles (E)		1/Game	Yellow Ribbon	Protect	"Protection from projectiles"(x10)
	1/2	Protect (E)		1/Game	Yellow Ribbon	Protect	"May this magic protect you"(x10)
	1/4	Touch of Death (E)		1/Game	Yellow Ribbon	Death	"Touch of death"(x20)
	2/2	Wind (S)	LOS	1/Game		Sorcery	See next page
	1/4	Yield (S)	50ft	1/Game		Control	"Yield thy arms and resist no longer, come unto me and be my captive"(x3)

4th Level

	2/1	Doomsday (S)	LOS	1/Game		Death	"Doomsday 1...Doomsday 350"
	1/4	Enchant Weapon (E)		1/Game	Yellow Ribbon	Sorcery	"Enchant this weapon"(x10)
	2/4	Finger of Death (S)	50ft	1/Game		Death	"I call for your death"(x10)
	1/2	Petrify (B)		1 Bolt/U	Grey Magic Ball	Subdual	"Petrify"(x5)
	1/4	Pro-Magic (E)		1/Game	Yellow Ribbon	Protect	"Protection from all forms of magic"(x10)
	1/4	Pyrotechnics (S)		1/Game		Flame	"I call upon the element of fire to destroy that (item)"(x5)
	1/4	Reanimate (E)		1/Game	Yellow Ribbon	Spirit	"Rise and fight again"(x10)
	2/4	Sever Spirit (S)		1/Life	Dead body	Spirit	"On life thou hast no hold, the corpse is growing cold, discard this empty husk, thy spirit resides at dusk."(x1)
	1/4	Teleport (S)		1/Game		Sorcery	"Teleport"(x5); "Arriving"(x5)

5th Level

	1/1	Advancement (N)		1/Game		Neutral	May purchase 3 points of 1st level magic.
	2/4	Flight (E)		1/Game		Sorcery	"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?"
	1/4	Lend (N)		1/Game		Neutral	May lend magic to another wizard.
	2/1	Sphere of Annihilation (B)		1 Bolt/U		Sorcery	"Sphere of annihilation"(x5)
	2/1	Vivify (N)		1/Game		Neutral	Gives the Wizard one extra life
	1/2	Warskill(N)		1/Game			Reduces the magic point cost of one individual weapon.

6th Level

	2/1	Defend (E)		1/Game	Yellow Ribbon	Protect	"Power defend me"(x5)
	2/1	Expertise (N)		1/Game		Neutral	May purchase 4 points of second level magic.
	2/1	Killing Grounds (FE)		1/Game	20ft radius, yellow bound	Death	"Poison seep, venom creep, flesh in mossy graves yet deep, Rise from your undreaming sleep, bide and soon make mortals weep"(x3) Trigger:"Rise up now, receive thy pay, the promised time has come, now slay."
	1/4	Lich (E)		1/Game	10ft Yellow Ribbon	Spirit	Bound to circle made from ribbon.
	1/4	Stack (N)		1/Game		Neutral	May place one extra enchantment on one player.
	2/1	Transform (E)		1/Game	Yellow Ribbon	Sorcery	"I transform thee into a (monster)" while dresses

Garb:

Yellow sash, tunic, robe, etc.

Armor:

None

Shield:

None

The Wind Spell

Repeat 2x

*“Sleeping force of wind I hail, Send you forth a mighty gale.
Gentle sigh which once beguiled, make your breeze tornado wild.
Sirroco 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 towards 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 home.
Then whisper a gentle song, and return where you belong—
Nestled ‘gainst the azure sky, song in forest, willows’ sigh.”*

Dagger (thrust only)-	0
Short (-3ft)-	2
Long (-4ft)-	4
Spear	3
Staff	2

Weapon costs are subtracted from each ten pts of magic, with remaining pts spread evenly across the levels.

	1	2	3	4	5	6
1	10					
2	10	10				
3	10	10	10			
4	7	8	7	8		
5	6	6	6	6	6	
6	5	5	5	5	5	5