

Wizard Spell List

Weapons Bought	Cost

Level

Spell points remaining

# Bought	Name	Type	School	Uses	Cost	Max	Range	Incantation
1st Level								
	Bladesharp/Bludgeon	E	Sorcery	1/game	1	4	T	"Improve this weapon," x10
	Cancel	S	Sorcery	Unlimited	0	-	50'	"I cancel my magic." x2
	Heat Weapon	S	Flame	1/life	1	4	20'	"By the power and might of the sun, I heat that (weapon)." x2
	Honor Duel	S	Sorcery	1/life	1	4	20'	"(the names of both contestants)" loudly and repeat "Remain this duel pure." x5
	Iceball	B	Subdual	bolt/U	1	2	--	"Iceball" x 5
	Imbue Shield	E	Protection	1/game	1	4	T	"Imbue this shield" x10
	Magic Bolt	B	Sorcery	1 bolt/U	1	4	--	"Magic Bolt" x5
	Shove	S	Sorcery	1/life	1	4	20'	"I shove Thee" x5
	Stun Weapon	E	Subdual	Unlimited	0	-	T	"May this weapon stun its victim"
	Talk to Dead	S	Spirit	1/game	1	-	T	"Speak to me" x10
Second Level								
	Circle of Protection	FE	Sorcery	Unlimited	2	-	T	"Circle of protection," x5
	Forcewall	FE	Sorcery	1/game	1	4	T	"Forcewall" x10
	Harden	E	Protection	1/game	1	4	T	"Harden this (name of item)." x5
	Hold Person	S	Subdual	1/life	1	4	20'	"I command thee to stop" x3
	Lightning Bolt	B	Flame	1 bolt/U	1	4	--	"Lightning Bolt" x5
	Liplock	E	Sorcery	Unlimited	2	-	T	"Remain the Truth Still" x5
	Mend	S	Sorcery	1/life	1	4	T	"Make this item whole again"x10
	Messenger	E	Sorcery	1/game	1	-	T	"Safe passage unto thee" x10
	Protection from Flame	E	Protection	1/game	1	4	T	"Protection from the element of fire," x 10
	Wounding	S	Death	1/life	2	2	20'	"From my heart I strike off your (right or left/arm or leg)." x2

Third Level								
	Ambidexterity	N	Neutral	Unlimited	2	-	--	N/A
	Anti-Magic	FE	Sorcery	1/game	1	2	T	"May all forms of magic forsake this place." x20
	Dispel Magic	S	Sorcery	1/game	1	4	20'	"I dispel that magic." x5
	Extension	N	Neutral	1/life	1	2	--	"Extension" + spell to be cast.
	Mutual Destruction	S	Death	1/game	1	4	50'	"I call for our deaths" x5
	Protect	E	Protection	1/game	1	2	T	"May this magic protect thee" x10
	Protection From Projectiles	E	Protection	1/game	1	4	T	"Protection from projectiles" x10
	Touch of Death	E	Sorcery/Death	1/game	1	4	T	"Touch of Death" x20
	Wind	S	Sorcery	1/game	2	2	LOS	"Sleeping force of Wind I hail, send you forth a mighty gale. 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 towards the sky. Coward, hero, fool 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" x2
	Yield	S	Control	1/game	1	2	50'	"Yield thy arms and resist no longer, come unto me and be my captive." x3
Fourth Level								
	Doomsday	S	Death	1/game	2	1	LOS	"Doomsday 1, Doomsday 2..." through "Doomsday 350."
	Finger of Death	S	Death	1/game	2	2	50'	"I call for your death." x5
	Fireball	B	Flame	1 bolt/U	2	2	--	"Fireball" x5
	Imbue Weapon	E	Sorcery	1/game	1	4	T	"Imbue this Weapon" x10
	Protection From Magic	E	Protection	1/game	1	4	T	"Protection from all forms of magic," x10
	Pyrotechnics	S	Flame	1/game	1	4	50'	"I call upon the element of fire to destroy that (object)." x5
	Sever Spirit	S	Spirit	1/life	2	4	T	"On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk" x2
	Teleport	S	Sorcery	1/game	1	4	T	"Teleport"x5; upon arrival "Arriving." x5

