

Wizard Reference Pages

SPELL TABLE

IQ 8 SPELLS

Blur (T): Defensive spell. Makes subject harder to see/hear/smell. Subtracts 4 from DX of all attacks/spells against subject. Costs 1 ST to cast, and 1 more ST each turn thereafter until turned off.

Drop Weapon (T): Makes victim drop whatever is in one hand – a weapon, shield, or whatever. Will *not* make a ring or amulet fall off. Costs 1 ST, or 2 ST if victim's basic ST is 20 or more.

Image (C): Creates any image (see *Images and Illusions*) occupying one hex. Costs 1 ST.

Magic Fist (M): A telekinetic blow. Does 1d-2 damage for every ST point used to cast it but never less damage than the ST used. Can also trigger traps or carry out other unobtrusive manipulations within line of sight. A Magic Fist that does 6 or more hits *before* armor/shield protection will also *trip* its target, making him/her fall down, unless he/she makes a 3-die roll on ST or DX, whichever is higher. See the Trip spell.

Slow Movement (T): Halves victim's MA for 4 turns. Slow spells do *not* multiply, but *do* add. Two Slow spells *do* not reduce a victim to quarter speed; they keep him at half speed twice as long. Cost: 2 ST.

Staff (S): This spell is used to make any piece of wood into a staff (see *The Wizard's Staff*). This spell is rarely used *during* a game, because any wizard who knows it can start the game with a staff. If used during a game, its ST cost is 5.

IQ 9 SPELLS

Aid (T): Temporarily adds 1 to ST, DX, or IQ of any figure (including wizard himself) for each 1 ST the wizard uses to cast it. Lasts 2 turns.

Avert (T): Defensive spell. When a wizard throws Avert on a victim, the victim must end his movement at least 2 hexes farther from the wizard than he started, each turn the spell is on. A victim who cannot move away without running into something or falling into a river or chasm must make his saving roll (3 dice against adjDX) to avoid falling down. A figure which cannot move 2 hexes due to being engaged must move as far away as it can, even if it has to disengage. Costs 2 ST to cast, plus 1 each turn it is maintained.

Clumsiness (T): Subtracts 2 from victim's DX for every 1 ST the wizard uses to throw spell. Lasts 3 turns (1 turn if victim's ST is 30 or more).

Confusion (T): Subtracts 2 from victim's IQ for every 1 ST the wizard uses to throw spell. Lasts 3 turns. A figure whose IQ is reduced by a Confusion spell cannot use high-IQ spells while 'confused' to a level lower than the IQ required for the spell, but *can* re-energize spells already cast.

Fire (C): Fills one hex with magical flame. Effects of this flame are: No creature of less than IQ 8 will pass through or stay in it; animals are afraid of fire. (An illusion, of course, could pass through.) A figure who moves through a fire hex, or is in a hex when a wizard creates fire there, takes 2 hits of damage. A figure which moves into a fire hex and *stops* (to attack, for instance) takes 4 hits and suffers -2 DX that turn. The effects of fire hexes are cumulative within a turn, but armor and protective spells *do* work.

Example: A figure moves through two fire hexes (4 hits damage) and stops in a third one to attack (4 more hits). The protection given by that figure's armor and spells are taken from the total of 8 hits to see how many hits the figure actually took from the fire. The hits take effect as soon as the protection is used up. If the figure in the example had Stone Flesh (stopping 4 hits) but no other armor, he would suffer *no* damage in the first two hexes. However, these would use up the protection, and upon stopping in the third hex he would take 4 hits. (The Stone Flesh would still take 4 hits off any other attack that turn.) Cost: 1 ST.

Reveal Magic (S): A spell to tell the caster what secret protective spells have been cast by his foes during the combat. Caster can "see" the following spells and who they are on within 5 MH (*not* who cast them): Reverse Missiles, Spell Shields, Stone Flesh, Iron Flesh, and Shock Shields. Will also reveal location of Slippery Floors. Will *not* reveal whether any figures are images, illusions, or real. Cost: 1 ST.

Summon Wolf (C): Brings a wolf (ST 10, DX 14, IQ 6, MA 12, bite does 1d+1 damage) to follow wizard's orders. (See *Summoned Creatures*.) Costs 2 ST to cast, plus 1 each turn the wolf remains.

IQ 10 SPELLS

Dazzle (S): Creates a blinding psychic flash. *All* sighted creatures (friend or foe) in an area within 5 megahexes of the wizard's own megahex (but *not* the wizard himself) suffer -3 DX for 3 turns. Images, illusions, etc. (*anything* with eyes) are affected. Cost: 3 ST.

Shadow (C): Fills one hex with totally black shadow, extending some 10 feet in the air. A hex may be shadowed while a figure is in it. Figures may move freely through shadow hexes. A figure attacking from or through a shadow hex has DX -6. An attack *into* a shadow hex is DX -4. Cost: 1 ST.

Shock Shield (T): Does 1 die of damage to any creature in the subject's hex (except subject him/herself) at end of each turn the spell is on. Costs 2 ST, plus 1 each turn the shield is maintained.

Speed Movement (T): Doubles MA of target figure for 4 turns. Speed spells do *not* multiply, but *do* add. Two Speed spells do *not* quadruple the subject's speed; they double it for twice as long. Cost: 2 ST.

Summon Myrmidon (C): Brings a warrior (ST 12, DX 12, IQ 8, MA 10, 2-die broadsword, no armor) to follow wizard's orders. (See *Summoned Creatures*.) Costs 2 ST, plus 1 each turn the Myrmidon remains.

Trip (T): Knocks victim down. Does no damage – but if victim is on the edge of a chasm, pit, river, etc., he must make a 4-die saving roll against adjDX to avoid falling in. The Trip spell costs 2 ST, or 4 ST if target has 30 ST or over.

IQ 11 SPELLS

Control Animal (T): Puts any one animal under wizard's control as long as spell is maintained. Works only on *real* animals; if the target was actually an illusion or image, it vanishes when the spell strikes. A controlled animal will follow most orders, including orders to attack its friends (see *Control Spells*) but gets a 3-die saving roll against IQ when the spell first hits. This spell does NOT affect humanoids or dragons. It does affect wolves, bears, etc. Cost: 2 ST, plus 1 per turn maintained.

Create Wall (C): Creates a solid wall in one hex – looks like a real 10-foot high wall. This spell *cannot* be cast over a figure or part of a figure to entomb him/her in solid rock; cast at a hex containing a figure, it fails. (A wall cast on an image, or part of one, *will* destroy it.) Cost: 2 ST.

Destroy Creation (T): Removes any one thing created by a Creation spell, with the following exceptions: (1) Has no effect on summoned beings. (2) Only removes one hex of a multi-hex fire, wall, or shadow. (3) Has no effect on a multi-hex image or illusion of a living being. Costs 1 ST.

Illusion (C): Creates any 1-hex illusion. See *Images and Illusions*. Cost: 2 ST.

Reverse Missiles (T): Causes any missile spells (or missile or thrown weapons) aimed at the spell's subject to turn against the one(s) who fired them instead. When this spell is cast, the player records the fact. He shows it to the other player at the *end* of the first turn in which missiles were fired at the spell's subject. All missiles which hit that figure are then considered to have hit the figure who fired them, instead (same damage). This may result in "re-playing" part of a turn, to achieve the proper unpleasant surprise to the player who fired the missiles. (Exception: In *Melee*, if a highly dexterous archer fired two arrows at the protected figure in one turn, only the first arrow turns back. The archer is then warned, and no second arrow is fired.) This spell has *no effect* against non-missile attacks. Cost: 2 ST, plus 1 each turn it is maintained.

If the character who fired the missile is also protected by Reverse Missiles, the missile flies back and forth (one round trip per turn) until it strikes some intervening object or one of the spells ceases.

Rope (C): Creates a magical rope to entangle victim, halving his MA. The rope also *immediately* reduces the victim's DX by 2. Each later turn the rope remains, it reduces his DX by one more . . . so it is -3 on the 2nd turn the rope remains, -4 on the 3rd turn, etc. To remove the rope, the victim must stand still for a turn, doing nothing else, and make a saving roll on 3 dice against adjDX. A successful saving roll removes the rope, which vanishes. If a figure's DX is reduced to 2 or less by a rope, he falls to the floor, helpless. *Note:* A figure in an adjoining hex can remove another figure's rope in the same way – by standing still and making his own adjDX roll on 3 dice. The Rope spell is not effective against creatures with a ST of 20 or more. For that you need the Giant Rope spell (IQ 15). Cost of the regular Rope spell is 2 ST.

Sleep (T): Puts victim to sleep until he (a) awakens naturally, which takes several hours, (b) is hit, or (c) is shaken awake (takes 2 turns) by a figure in an adjoining hex. A sleeping figure falls down. Does *not* work on figures with basic ST of 20 or more. Cost: 3 ST.

Summon Bear (C): Brings a bear (ST 30, DX 11, IQ 6, MA 8, bite does 2d + 2 damage) to follow the wizard's orders. (See *Summoned Creatures*.) Costs 4 ST, plus 1 each turn the bear remains.

IQ 12 SPELLS

3-Hex Fire (C): Like the Fire spell, but covering up to 3 connected hexes. Cost: 2 ST.

3-Hex Shadow (C): Like the Shadow spell, but covering up to 3 connected hexes. Cost: 2 ST.

Blast (S): Does 1 die of damage (roll separately) to *every* creature, friend or foe, in the wizard's hex or adjacent to it, except the wizard. Costs 2 ST.

Break Weapon (T): Shatters one weapon, shield, staff, etc., in target's hand. Does not work on enchanted swords, shields, and so on . . . they are constructed with protection against this spell. Broken weapons do half damage (round down); broken staves are useless. Cost: 3 ST.

Fireball (M): Does 1d-1 damage for every ST point the wizard puts into it, but never less damage than the ST used. Can set fire to flammable objects.

Freeze (T): Totally freezes victim (stops all actions, stiffens body) for 2 to 12 turns (after the spell strikes, wizard rolls two dice). Does not work on beings with basic ST of 30 or more. Costs 4 ST.

Invisibility (T): Lets wizard make himself (or another) invisible. The counter for an invisible figure is removed from the map (see *Hidden Movement*). An attack against an invisible figure is made at -6 DX (and, of course, has no effect if directed against the wrong hex). Invisibility does *not* make one inaudible or unsmellable, and is no use in the dark except against creatures who see in the dark normally. Otherwise, the effects of invisibility on your foes' DX are *not* cumulative with those of Blur, Dazzle, Shadowed hexes, or darkness. Cost: 3 ST to cast, plus 1 for each turn the spell is maintained.

Mage Sight (T): Allows its subject to see objects concealed by Blur, Invisibility, Shadow, or ordinary darkness. Cost: 2 ST, plus 1 per later turn.

IQ 13 SPELLS

3-Hex Wall (C): Like the Wall spell, but affecting any 3 connected hexes. Cost: 4 ST.

4-Hex Image (C): Lets wizard create an image (see *Images and Illusions*) of anything no greater than 4 hexes in size. Cost: 2 ST.

Control Person (T): Puts any one human or humanoid, natural or summoned, under wizard's control for as long as spell is maintained. If target was an image or illusion, it disappears. A controlled person will follow most orders, including orders to attack his former friends. (See *Control Spells*.) *Note:* target of the spell gets a saving roll against his IQ on 3 dice. This spell does not work on animals or dragons. Cost: 3 ST, plus 1 each turn the spell is maintained.

Flight (T): Lets subject (temporarily) fly. (See *Flight* rules under *Movement*.) Any attack on a flying (one-hex) creature is at -4 DX. A creature flying by this spell has a MA of 12. Such a creature will not be used to flight – so if he/she attacks while in the air, his/her DX will be adjusted by -2 for regular physical attacks or magic spells cast on another, and -4 for attacks with physical thrown or missile weapons. This is in *addition* to the -4 DX mentioned above if a flying creature is the target attacked. If one flying wizard aims a staff stroke at another, his DX is -6; -2 because he's flying, and -4 because his target is. This is clearly not an effective way to attack. Costs 3 ST to cast, plus 1 per turn flying.

Slippery Floor (T): Makes the floor over one megahex extremely slick. When any figure enters the slippery area, the player who cast the spell reveals it. Any figure in a hex made slippery, or any figure entering a slippery hex, must make his saving roll (3 dice against DX) to avoid falling in that hex. If the figure then enters another slippery hex in the same turn, it must roll again, and so on . . . and even if a figure simply stands still in a slippery hex, it must make the saving roll to avoid falling. A figure which falls in a slippery hex may try to stand next turn, but must make its 3-die DX roll to

do so. Of course, it may choose to lie still, or to crawl out (see *Crawling* under *Movement*). This requires no DX roll.

To figure the range for this spell, or any other thrown spell covering one MH, count the hexes from the wizard to the center of the MH involved; this is the DX penalty. This spell *does* affect images and illusions. Cost: 3 ST.

Stone Flesh (T): Gives subject's body the power to act as armor, stopping 4 hits per attack. The protective effect of Stone Flesh is cumulative with any other natural or magical hit-stopping ability (armor, fur, etc.) of its possessor, but not with Iron Flesh. There is no way to tell if a figure is protected by this spell except to hit it or use Reveal Magic. Costs 2 ST to cast, plus 1 each turn the spell continues.

Stop (T): The victim of this spell has a MA of zero for the next four turns. He or she may do anything else, but may not move to another hex under any circumstances. Cost: 3 ST.

Summon Gargoyle (C): Brings a Gargoyle (ST 20, DX 11, IQ 8, MA 8 on ground, 16 in air, fist does 2 dice damage) to serve wizard. (See *Summoned Creatures*.) Costs 4 ST, plus 1 each turn the Gargoyle stays.

IQ 14 SPELLS

4-Hex Illusion (C): Lets wizard create any illusion (see *Images and Illusions*) no greater than 4 hexes in size. Cost: 3 ST.

Dispel Illusions (S): Causes all illusions within 5 megahexes of the wizard's own megahex to vanish immediately, regardless of their size and who created them. Cost: 5 ST.

Lightning (M): Does 1 die damage for each ST point the wizard puts into it. Can also be used to blast through solid objects – for instance, a created Wall hex will vanish after taking 5 hits from lightning, and the remainder (if any) of the lightning force passes straight through.

Remove Thrown Spell (T): Negates the effect of any Thrown-type spell . . . can be used to dissolve an enemy spell, or to eliminate a foe's own magic protection. Has no effect on spells other than Thrown type, on magic items, or on the Spell Shield. Cost: 2 ST.

Spell Shield (T): Prevents any spells (hostile or otherwise) from being cast on its subject – that is, protects against effects of all Special, Missile, and Thrown spells. Does *not* affect spells already cast. Does *not* protect against ordinary physical force, including damage done by created beings or things, damage done by weapons (ordinary, magical, or staves), or the effects of magic ropes and slippery floors. When a spell hits a figure protected by Spell Shield, the wizard casting the spell loses the entire ST cost for that spell, because it succeeded but was nullified. Exception – a wizard casting the Death Spell at a protected figure loses only 1 ST. Cost of the Spell Shield: 3 ST, plus 1 per turn it is maintained.

Summon Giant (C): Brings a giant (ST 30, DX 9, IQ 8, MA 8, no armor, club does 3d+3 damage) to follow the wizard's orders. (See *Summoned Creatures*.) Costs 4 ST, plus 1 for each turn the giant stays.

IQ 15 SPELLS

7-Hex Image (C): Lets wizard create any image occupying up to 7 connected hexes. (See *Images and Illusions*.) Costs 4 ST.

7-Hex Shadow (C): Like a Shadow spell, but affecting up to 7 connected hexes. Cost: 3 ST.

Giant Rope (C): A strong version of the Rope spell. Cast on a creature of ST 20 or more, it has just the same effect that an ordinary Rope spell has on a human. Cast on a weaker creature, it has the effect of two simultaneous Rope spells, which must be removed one at a time. Cost: 5 ST.

Iron Flesh (T): Similar to Stone Flesh, but better: lets subject's body stop 6 hits per attack. Costs 3 ST, plus 1 per turn maintained.

Megahex Avert (T): Like an Avert spell, but cast on the occupants of a whole megahex at once – that is, any hex and all hexes adjacent to it. If the spell works, every figure in the MH is under an Avert spell, as above. Costs 3 ST to cast, plus 1 each turn the spell is held.

Summon Small Dragon (C): Brings a small (4-hex) dragon (ST 30, DX 13, IQ 16, MA 6 on ground, 16 in air; breath does 2 dice damage, claw does 2d-2) to follow the wizard's orders. (See *Dragons* and *Summoned Creatures*.) Costs 5 ST, plus 1 each turn the small dragon stays.

Teleport (S): Instantly “blinks” wizard to another hex. He may choose any facing he likes in the new hex. He does not have to be able to see the hex he is going to, but if he comes out in a hex with a solid object, he dies – and so does the object, if it was alive. Illusions count as solid; images disappear. Cost: 1 ST for each *megahex* distance transported.

IQ 16 SPELLS

7-Hex Fire (C): Like the Fire spell, but cast on any 7 connected hexes. Costs 4 ST.

7-Hex Illusion (C): Creates an illusion of anything occupying no more than 7 connected hexes (see *Images and Illusions*). Costs 5 ST.

7-Hex Wall (C): Like the Wall spell, but affecting any 7 connected hexes. *Note:* Although you cannot entomb a figure by putting a wall in its own hex, this spell can let you put walls in every hex surrounding a figure, thus trapping it. Cost: 6 ST.

Death Spell (T): When this spell is cast, compare the ST of the wizard with that of the victim. The weaker one immediately goes to ST -1 and dies, and the stronger one loses that much ST. Therefore, if a wizard uses this spell on a stronger opponent, it means his own death instead. Armor, Stone or Iron Flesh, etc., do *not* protect against this spell, although the Spell Shield stops it.

Megahex Sleep (T): A Sleep spell which affects every figure with ST less than 20 (except the wizard himself) in a single megahex, *or* any single figure with ST of 50 or less. Otherwise, just like Sleep, above. Costs 8 ST.

Summon Dragon (C): Brings a 7-hex dragon (ST 60, DX 14, IQ 20, MA 8 on ground, 20 in air; breath does 3 dice damage, claw does 2 dice damage) to serve the wizard (see *Dragons* and *Summoned Creatures*). Costs 5 ST, plus *two* each turn the dragon stays.

DX ADJUSTMENT TABLE

All applicable DX adjustments are cumulative. The only exception involves adjustments when Invisibility is concerned; an invisible figure derives no extra advantage from being in or on the far side of Shadow or from being Blurred, for instance. See *Invisibility*.

For the convenience of those playing with both *Wizard* and *Melee* rules, this table includes DX adjustments given in *Melee*.

DX ADJUSTMENTS FOR PHYSICAL ATTACKS

Striking from enemy's side	+2
Striking from enemy's rear	+4
Crossbowman firing from prone position	+1
Pole-weapon user standing still, against opponent who moved into him and/or charge-attacked	+2
Wizard using any weapon except his staff or a dagger	-4
Fighter using a weapon in each hand and striking with both in the same turn	-4 on both attacks
You're standing in a hex with a body	-2

DX ADJUSTMENTS DUE TO TYPE OF TARGET (FOR EITHER CASTING OF SPELLS OR PHYSICAL ATTACKS)

Target is invisible	-6
Target is Blurred	-4
Target is in a Shadow hex	-4
Target is a one-hex figure in flight	-4
Target is a Giant Snake	-3
Target is a multi-hex figure in flight	-1

DX ADJUSTMENTS DUE TO YOUR PHYSICAL HANDICAPS

You're in total darkness or a Shadow hex, or firing a missile spell or missile/thrown weapon through Shadow	-6
You're using a Flight spell and attempting a physical attack with a thrown or missile weapon	-4
You've been affected by a Dazzle spell	-3
You're using a Flight spell and attacking with a physical weapon <i>or</i> attempting to cast any spell	-2
You're standing in a fire	-2
You took 5 or more hits since your last turn, <i>not</i> counting ST drain from casting spells	-2
You're in a Rope spell	-2, minus 1 <i>more</i> for every turn the rope has been on you
You've been hit by a Clumsiness spell	-2 for every ST in the spell
You were knocked down last turn	DX 0 for most purposes. You can't do <i>anything</i> this turn except (try to) stand up, or crawl
Your ST is reduced to 3 or less	-3

DX ADJUSTMENTS FOR YOUR ARMOR & SHIELD (MELEE)

Small shield	0
Large shield	-1
Cloth armor	-1
Leather armor	-2
Chainmail	-3
Half plate	-4
Plate armor	-5
Main-gauche	0
Wizard whose weapon or armor is iron or steel, instead of silver	an extra -4 to Spellcasting only



DX ADJUSTMENTS FOR THROWN SPELL OR THROWN WEAPON RANGE

-1 for every *hex* from figure throwing spell (or weapon) to the target's hex.
Note: A figure using a thrown weapon must "roll to miss" each intervening figure along the straight line drawn between the centers of the attacker's and victim's hexes. If the thrown weapon misses, the attacker must then roll either to miss or to hit (his choice) each further figure along the line-of-flight on the far side of the original target, re-adjusting DX for range to each new target. However, a figure using *thrown* spells does *not* have to "roll to miss." The spell is a direct attempt at its target, and hits that target or nothing.

DX ADJUSTMENTS FOR MISSILE SPELL OR MISSILE WEAPON RANGE

If target is 0, 1, or 2 <i>megahexes</i> away	no DX penalty
If target is 3 or 4 MH away	-1
If target is 5 or 6 MH away	-2
Greater Distance	. . . and so on as distance increases.

Note: A figure using *either* missile weapons *or* missile spells must "roll to miss" each intervening figure along the straight line drawn between the centers of the attacker's and victim's hexes, as well as rolling either to hit or to miss (as he wishes) any figure farther along the line if the spell or missile misses its intended target. DX is readjusted for range to each new figure.

MONSTER/BEAST TABLE

The following table gives the characteristics for creatures used in this game and *Melee*. MA is movement allowance. The first number is ground movement, and the second number (if any) is movement in flight. (Any creature which cannot normally fly has an MA of 12 when using the Flight spell.) ST, DX, and IQ are the values for a *summoned* creature of that type (you may change these for wizard's pets, etc.). *Armor* indicates the natural armor of the creature – that is, the number of hits *from each attack* that are negated by its natural physical protection. *Damage* indicates number of dice rolled, and amount added or subtracted from the total, to find the damage the creature does when it hits.



Creature	MA	ST	DX	IQ	Armor	Damage
Myrmidon	10	12	12	8	none	sword: 2d <i>or</i> hands: 1d-3
Wolf	12	10	14	6	1 hit	bite: 1d+1
Giant snake	6	12	12	4	none	bite: 1d+1
Bear	8	30	11	6	2 hits	claw: 2d+2
Gargoyle	8/16	20	11	8	3 hits	fist: 2d
Giant	10	30	9	8	none	club: 3d+3 <i>or</i> hands: 2d-1
Small dragon	6/16	30	13	16	3 hits	breath: 2d <i>and</i> claw: 2d-2
Dragon	8/20	60	14	20	5 hits	breath: 3d <i>and</i> claw: 2d