

Warp Ward

1



WIZARD Ace, Spell 1/*

The target gains +3 Warp DEF, +3 Waste DEF and +3 Od DEF versus taint damage for a 24 hour period.

"I walk where I will.

I fear not the taint of toxed lands."

Mages Credo, from the Book of Wizard's Wisdom

WIZ-001 ILLUSTRATION © 1997 ROBIN WOOD

Warp Ward

Fire Show

1



WIZARD Ace, Spell 1/C

Play to allow the casting wizard to put on a five minute fire show. When casting Fire Show, the user adds a +2 bonus to Entertain rolls. This spell is a favorite of traveling Hedge Wizards.

WIZ-004 ILLUSTRATION © SUSAN VAN CAMP 2000

Fire Show

Fire Burst

8



WIZARD Ace 1/F

A Fire Burst engulfs a target inflicting 3D6+6 magic fire damage.

WIZ-009 ILLUSTRATION © SUSAN VAN CAMP 2004

Fire Burst

Mystic Shield

6



WIZARD Ace Spell 0/F

Independent card. Play to allow the casting wizard to subtract 2D6+8+WIS damage from any magic attack that inflicts damage. The caster must be able to see a spell she defends against.

WIZ-002 ILLUSTRATION © 2000 SUSAN VAN CAMP

Mystic Shield

Quick Heal

2



WIZARD Ace, Spell 0/F

Independent card. Play to heal D6 HP damage. Poison and disease damage are not affected by this spell.

"It ain't pretty, but it'll save your hide in a pinch." Trechan Dors

WIZ-005 ILLUSTRATION © SUSAN VAN CAMP 2000

Quick Heal

Spreading Fire Burst

5



WIZARD Ace 0/F

Independent card. A Spreading Fire Burst may only be played in combination with a Fire Burst. The caster may target one additional creature and do 3d6+6 magical fire damage to that target. A wizard may add several Spreading Fire Bursts to a single Fire Burst. They are limited only by the number of Independent Actions they have.

WIZ-010 ILLUSTRATION © SUSAN VAN CAMP 2004

Spreading Fire Burst

Night Eyes

2



WIZARD Ace, Spell 1/*

Cast to allow a target to see in darkness as though it were daylight. This spell lasts for 8 hours.

"With this spell my apprentices can turn sniveling vermites into deadly nightfighters."
Vinita Nor

WIZ-003 ILLUSTRATION © SUSAN VAN CAMP 2000

Night Eyes

Fire Blade

6



WIZARD Ace 0/C

Independent card. The Fire Blade adds +4 physical damage to the weapon it is placed on. It requires an Independent action each round, by the caster, to maintain the Fire Blade. The Fire Blade may be cast on weapons and shapeshifter forms of anyone in the casters Channel Link or Mind Link. Archmages and Glyphmasters add +1 additional damage.

WIZ-008 ILLUSTRATION © 2004 SUSAN VAN CAMP

Fire Blade

Levitation

1



WIZARD, Spell Ace 0/C

Independent Card. Levitation can lift 5 lbs 100 feet in one minute. The spell lasts for five minutes. For each additional 5 lbs the caster may drain 1 CP of wizardry magic to augment the spell. The target of the spell can be changed during the spell's time. Caster can levitate an inanimate, unconscious or willing target.

WIZ-011 ILLUSTRATION © SUSAN VAN CAMP 2007

Levitation

Mystic Reader

1



WIZARD, Spell Ace 0/C

Independent Card. This spell reads books, scrolls and notes out loud in the language they were written in. For an additional Independent the spell can be extended five more minutes.
"You want a distraction? I can do that....."

WIZ-012 ILLUSTRATION © SUSAN VAN CAMP 2007

Mystic Reader

Mystic Sting

4



WIZARD, Spell Ace 0/F

Play to add +5 magic damage to a Wizardry or Necromancy magic attack that does damage. May not be used to influence rolls. When combined with a spell Mystic Sting adds to the spell for dispell purposes.
"One of my personal favorite spells, very useful." Dyson Brickwall

WIZ-015 ILLUSTRATION © SUSAN VAN CAMP 2007

Mystic Sting

Ice Shield

4



WIZARD, Spell Ace 0/C

Independent card. The Ice Shield adds 4 DEF versus physical damage. It requires an Independent action each round to maintain. The Ice shield may be used to actively defend and with Shield Block. As a magic shield it may also be used with two handed weapons and be combined with a normal shield. The Ice shield will defend against 8 points of fire based magic damage.

WIZ-018 ILLUSTRATION © SUSAN VAN CAMP 2007

Ice Shield

Mystic Scribe

1



WIZARD, Spell Ace 1/C

A special spell that allows the user to record the voices of those speaking as a written document. The spell has a short 15 foot range.
"I work at the court for my spending cash. Imagine my suprise when I found out how you get yours. You should be more careful!"

WIZ-013 ILLUSTRATION © SUSAN VAN CAMP 2007

Mystic Scribe

Mystic Transcription

1



WIZARD, Spell Ace 1/C

This spell requires the attention of the wizard, but it writes her words down on a scroll or book in the language that the wizard is speaking.

"Now that I have the message, I just need a bottle to put it in."

WIZ-016 ILLUSTRATION © SUSAN VAN CAMP 2007

Mystic Transcription

Ice Burst

6



WIZARD, Spell Ace 1/F

Ice Burst does 2D6+6 Magic Damage to the target. If the target rolls a 7 or less on 2D6 they loose their next action.
"and now to put a chill on this monster."

WIZ-019 ILLUSTRATION © SUSAN VAN CAMP 2007

Ice Burst

Mystic Ear

2



WIZARD, Spell Ace 1/C

A spell used by wizards to listen to distant conversations. The speaker must be in sight of the wizard casting the spell. Arcane Knowledge reveals the spell at the wizard and at the target.

"All wizards are nosey busy Bodies!"

WIZ-014 ILLUSTRATION © SUSAN VAN CAMP 2007

Mystic Ear

Privacy

2



WIZARD, Spell Ace 1/V

A spell that creates a 8 foot sphere of silence that even Mystic Ear will not pierce. It requires the use of an Independent each round to maintain the sphere. This sphere is immobile and may not be moved after it is cast. Does not affect magic casting.

"At last, a chance to think in silence!"

WIZ-017 ILLUSTRATION © SUSAN VAN CAMP 2007

Privacy

Heal

4



WIZARD Ace, Spell 1/F

Play to heal 2D6+4 HP damage. Poison and disease damage are not affected by this spell. Spell Range is 360 feet.

WIZ-020 ILLUSTRATION © SUSAN VAN CAMP 2009

Heal