

## Wizardry

3

Anchor Enhance /P

Basic Wizardry can be an end of it's own, or just a stepping stone to Wizardry Specialties.

Wizard's are trained to manipulate the Od around them to create magic effects.

Apprentice wizards are taught the basic concepts of Od manipulation and a few spells to get them started in their careers.

Wizard apprentices are expected to work to make the masters life as comfortable as is possible, either through paying in gold, or by the apprentices labor.

Wizards see the world as the canvas for their magics. Unlike Wizard Specialists they participate in their communities and see Necro's as destructive, crude, degenerate Wizards.

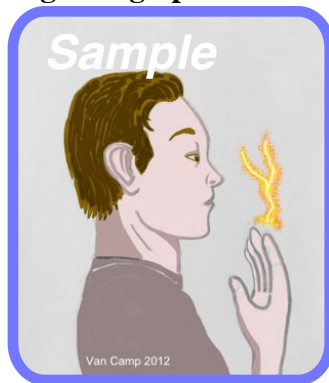
To learn Wizardry you need a Mentor.

Anchor 204  
Set 802

Wizardry

## Lightning Spikes

2



Wizard Ind /F

Causes d6+2 Magic Damage to a single target. May Fortify.  
Range 150 feet.

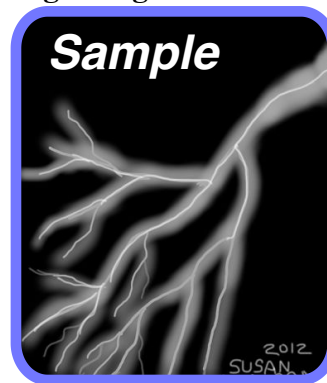
"Not much in themselves, but good enough to scare people." Synara

Wizard 200 Art © Susan Van Camp  
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Lightning Spikes

## Lightning Strikes

4



Wizard Ind /F

Causes 2d6+4 Magic Damage to a single target. May Fortify.  
Range 300 feet.

"Spread a half dozen of these out and they know you are serious." Synara

Wizard 201 Art © Susan Van Camp  
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Lightning Strikes

## Night Eyes

1



Wizard Ind /V\* 8 hours (IUK)

Adapts the targets eyes to be able to see up to 200 feet in the dark. Wizard or target may pay the IUK, at Wizards option.

"One must be able to read when the lights go out." Tyshyn Treadl

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Night Eyes

## Teleport

2



Wizard Ind /F (L1R)

Wizard may teleport one willing target, and it's gear, up to 10 miles from it's current location.  
Range: 150 feet, Self.

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Teleport

## Mass Teleport

6



Wizard Act /F (L1R, RST)

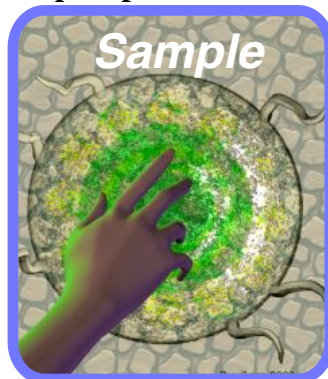
Wizard may teleport WIS+2 willing targets, and their gear, up to 10 miles from their current location.  
Range: 150 feet, Self.

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Teleport

## Dispel Spell One

1



Wizard Ind /F (L1R)

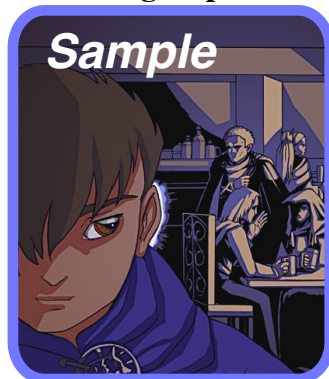
2d6 vs. 2D6+CP of target spell. Success dispels the target spell. May not be used against other Dispel type magics. May Fortify.

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Dispel Spell One

## Sense Magic Spells

1



Wizard Ind /C (IUK)

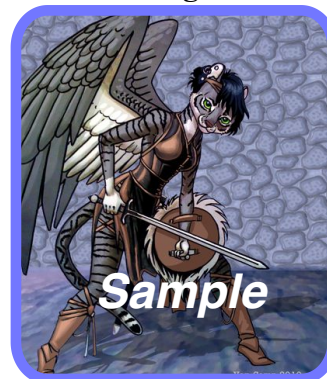
2d6+WIS vs 2d6+GM MOD. Roll at start of round. Success allows the wizard to have a general idea about a spells purpose and CP's.  
Range: 50 feet.

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Sense Magic Spells

## Wizard Wings

3



Wizard Ind /V (IUK)

The target grows wings and can fly, moving 240 feet with a single movement. The IUK may be paid by Wizard or target, at Wizards option.  
Range: 150 feet.

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Wizard Wings