

SPELLS BY TYPE

Spell types are a group of related spells that work in similar ways. Every spell belongs to one of eight types of magic. See WW p15-16 for more on magic types. The following is meant to aid players of certain professions by classifying the various Wizards' World magic spells by type. The Wizards' World professions which have access to magic of a defined type are:

PROFESSION	TYPE OF MAGIC
White Knight	Protection, Curative
Black Knight	Destructive (as well as charms and possession spell)
Scout	Detection
Spy	Detection, Illusion
Jester	Enchantment
Specialty Wz	Pick 1 type of magic to specialize in

The eight types of magic are;

- Creation
- Curative
- Destructive
- Detection
- Enchantment
- Illusion
- Protection
- Transformation

Below is a list of all the Wizards' World spells listed by level and Spell Types.

LEVEL 1 SPELLS

CREATION	CURATIVE
Darkness	Heal I
Light	
Outline	
Vapour Gate	
Veiled Force I	

DESTRUCTIVE

- Electricity I
- Fire I
- Harm I
- Magic Bolt

DETECTION

- Magic Detection
- Recognize Illusion

ENCHANTMENT

- Call Corellian
- Calm I
- Charm I
- Command
- Courage
- Fear I
- Paralysis I
- Slow I
- Speed I

ILLUSION

- Disguise
- Voice Throw

PROTECTION

- Leave Me Alone I
- Withstand Cold
- Withstand Electricity
- Withstand Fire

TRANSFORMATION

- Climb
- Distance Vision
- Grow
- Purify
- Reflect Gaze Attack
- Secure I
- Shrink
- Slow Fall
- Undetectable Passage

LEVEL 2 SPELLS

CREATION	CURATIVE
Create Wind	Heal II
Hidden Portal	

Magic Fist
 Salin's Magic Rope
 Sphere of Silence

DESTRUCTIVE **DETECTION**

Cold I Detect Life
 Electrical Trap Detect Traps
 Electricity II Read Mind I
 Fire II Recognize Charm
 Fire Trap Recognize Lie
 Harm II See Invisible
 Trace Article I

ENCHANTMENT **ILLUSION**

Amnesia I Duplicate Self
 Calm II Hide
 Charm II Invisibility I
 Curse Noise
 Fear II
 Sleep

PROTECTION **TRANSFORMATION**

Tough Skin I Alertness I
 Attribute Enhancement I
 Leap
 Levitate
 Open
 Reveal
 Secure II
 Silent Movement

LEVEL 3 SPELLS

CREATION **CURATIVE**

Food Creation Remove Curse
 Ice Creation Remove Disease
 Magic Messenger Restore Sight
 Permanent Darkness
 Permanent Light
 Poison Mist

DESTRUCTIVE **DETECTION**

Cold II Detect Enemy

Electricity III Eavesdrop
 Fire III Mage Sight
 Psychic Flash

ENCHANTMENT **ILLUSION**

Blindness Illusion I
 Fear III Invisibility II
 Geas I
 Paralysis II
 Spell Negation I
 Telepathy

PROTECTION **TRANSFORMATION**

Cold Immunity Breath Water I
 Electricity Immunity Converse
 Fire Immunity Dark Vision
 Missile Protection I Flight

LEVEL 4 SPELLS

CREATION **CURATIVE**

Create Item Counter Poison
 Heal III

DESTRUCTIVE **DETECTION**

Cold III Identify Magic
 Drain Attribute Speak with Spirit

ENCHANTMENT **ILLUSION**

Fire Barrier
 Harm III

ENCHANTMENT **ILLUSION**

Charm III Illusion II
 Clumsiness Invisibility III
 Confuse Nightmare

ENCHANTMENT **ILLUSION**

Slow II
 Speed II
 Transport I

PROTECTION **TRANSFORMATION**

Poison Immunity Alertness II
 Spell Shield I Appear
 Sustain Attribute Enhancement II
 Tough Skin II Gaseous Form
 Telekinesis

Zombie Creation

LEVEL 5 SPELLS

CREATION

Force Field
Veiled Force II
Wall of Knives

CURATIVE

Heal IV
Remove Petrification

DESTRUCTIVE

Harm IV
Open Passage

DETECTION

Find Way
Meditation I
Read Mind II
Speak with Matter
Trace Article II
View Reality

ENCHANTMENT

Amnesia II
Improved Charm I
Paralysis III
Transport II

ILLUSION

Improved Illusion I

PROTECTION

Energy Absorption I
Globe of Magic Negation
Missile Protection II
Missile Reversal I
Protection from Detection
Protection f Mental Attks
Protection f Physical Attks

TRANSFORMATION

Breath Water II
Petrification
Transformation I

LEVEL 6 SPELLS

CREATION

None

CURATIVE

None

DESTRUCTIVE

None

DETECTION

Know Past

ENCHANTMENT

Animate Weapon
Charm IV

ILLUSION

Illusion III
Illusionary Double

Fear IV

Imprison Life Force
Labyrinth
Magic Item Creation
Possession

Transport III

PROTECTION

Leave Me Alone II
Magic Resistance
Spell Shield II
Tough Skin III

Improved Illusion II

TRANSFORMATION

Attribute Enhancement III
Transparency

LEVEL 7 SPELLS

CREATION

None

CURATIVE

Heal V
Restore Attributes
Restore Limb

DESTRUCTIVE

Harm V

DETECTION

None

Slay

ENCHANTMENT

Geas II
Improved Charm II
Paralysis IV
Spell Negation II

ILLUSION

Improved Illusion III
Invisibility IV

PROTECTION

Missile Reversal II
Spell Reflection I

TRANSFORMATION

Weather Control

LEVEL 8 SPELLS

CREATION

Replication

CURATIVE

Restore Life

DESTRUCTIVE

Earthquake

DETECTION

Meditation II
Scry

ENCHANTMENT

Charm V
Summon Demon

ILLUSION

None

Wish I

PROTECTION	TRANSFORMATION
None	Transformation II

LEVEL 9 SPELLS

CREATION	CURATIVE
Monster Creation	None
DESTRUCTIVE	DETECTION
None	Trace Article III
ENCHANTMENT	ILLUSION
GET OUT / TAKE OFF	None
Transport IV	
PROTECTION	TRANSFORMATION
Energy Absorption II	Transformation III
Spell Shield III	

LEVEL 10 SPELLS

CREATION	CURATIVE
None	RESTORE YOUTH
DESTRUCTIVE	DETECTION
None	None
ENCHANTMENT	ILLUSION
Charm VI	None
Improved Charm III	
Paralysis V	
Permaspell	
Wish II	
PROTECTION	TRANSFORMATION
Leave Me Alone III	Transformation IV
Spell Reflection II	

WHAT TO DO WITH MAGIC TYPES

What follows are a few suggestions on other uses for magic types. These are simply suggestions and

guidelines.

PLACES OR OBJECTS ENHANCED/HINDERED BY A MAGIC TYPE

The GM can have certain places or items attuned to a particular type of magic. For example, a certain amulet might incur a -1 penalty to a target's saving roll when resisting a spell from the enchantment type, or a magical forest might extend the duration of all protection spells cast within the forest. The GM could also have certain places/items nullify spells of a specific type, like a chamber that prevents spells of the detection type.

The following are a list of ways places, things, or objects may influence spells of a specific type.

Reduced/Increased Spell Point Cost

Reduced/Increased Magic Resistance

Reduced/Increased Spell Failure

Type Negation

FOCUSED WIZARD NPC

The GM may use the list above to help determine what spells a narrowly focused NPC mage might possess (specialty wizard). For example, a GM needing a seer for his adventure can quickly use the lists above to reference all spells of the detection type.

