The Fantasy Trip
Wizard™

Third Edition
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I. INTRODUCTION

Yzor wondered, for at least the fortieth time that morning, how he had gotten into this. Only last night, he had had nothing more pressing to worry about than the weather – and here he was, in a duel to the death.

Of course, his mentor Aronnen had explained it all. "It's an attack on me. None of the masters of the T'reo School care to face me in the arena – but it was easy enough for them to bribe a proctor when you were called out. They won't do it again, but you have no choice if you wish to stay here. You must fight. Do you even know this Krait who claims you insulted him?"

Yzor did, vaguely. His opponent was a boastful little man of his own age, hot-tempered, of no great learning, but as quick as the snake whose name he bore. Like Yzor, he was an advanced student in martial magic – but once already Krait had killed in the arena.

Then the gong rang, and Yzor exhaled and stepped into the arena. At the other end, he saw Krait. Abruptly, the gong rang again.

Yzor took a slow step forward, framing in his mind the spell that would dazzle Krait and spoil his deadly accuracy. His hands moved, and a flash came – but not before Yzor saw a wolf appear at Krait's end of the hall. *At least*, he thought, *it'll dazzle the wolf too*. He had no doubt it was real; Krait was too unsubtle to throw an image, and not learned enough to use an illusion. But *he* . . . Suiting actions to thoughts, Yzor pictured a wolf. The knot of force appeared – an illusion. *Well, at least my spells are working*. Krait was standing still, with a look of concentration – casting a protective spell on himself, no doubt – and Krait's wolf was rushing for Yzor.

Then it was on him – but his illusion was on its tail. The Dazzle had slowed its reactions just enough to let Yzor jump back, leaving the two wolves to fight. A glance at Krait showed him glaring at the wolves. *He knows it's an illusion*, thought Yzor. *Can he master himself and disbelieve?*

Evidently not. Yzor's wolf remained, but Krait's disappeared. *He gave up on it*! exulted Yzor. *Knew it wouldn't reach me! And he's slowed* . . . but then, across the arena, Krait's fist moved, and Yzor felt ribs crack. Barely strong enough to stand, he stood and watched as his own illusion raced across the sand. Krait had to be weakening too . . .

The little man looked from Yzor to the "wolf." He started his punching gesture. Yzor waited. He felt the blow – saw Krait stagger – saw through his illusion's eyes as it bit . . . and knew it was over.

Wizard is a game of combat between two or more wizards and the creatures they conjure up. Two, three, or more players can participate.

Players create wizard figures and send them into battle in arenas or underground tunnels. Selections of spells, attributes chosen for the wizards, and the players' skill will determine who survives and gains experience and higher attributes – and who dies.

Wizard can be played by itself or as a tactical aid to a fantasy roleplaying campaign. Players will find that its system meshes well with most sets of rules, allowing tactical combat to be worked out in a logical fashion. Game masters can now regularize movement and attacks on a small scale.

This game can be combined with *Melee* by players who want both swords and sorcery; references in this game to missile weapons, giant snakes, and other elements not found in *Wizard* have been included for the convenience of *Melee* players.

II. COMPONENTS
• This *Wizard* game contains the following components:
• This rule booklet.
• An 8-page mini-booklet of Reference Pages.
• One map, divided into hexagons ("hexes") and larger heavy-bordered "megahexes."
• Over 50 counters, for figures, walls, fire, etc.
• Three six-sided dice.

You will also need pencils, scratch paper, and a straightedge. Miniature figures are not necessary for play, but add interest.

III. CREATING A FIGURE
Wizard is a game of magical combat, in which the most important factor is the ability of the individual magicians. Each counter in *Wizard* represents a character or "figure" with its own abilities, chosen before play begins. A wizard's basic "attributes" are Strength (ST), Dexterity (DX), and Intelligence (IQ).

When a figure is first created, the player determines its attributes as follows: A human wizard starts with 8 ST, 8 DX, 8 IQ, and 8 *extra* points to be allotted between the attributes as the player chooses. Thus, each figure begins with a total of 32 points – for instance, 9 ST, 12 DX, and 11 IQ. No attribute may begin at *less* than 8 for a human figure. Animals and monsters go by other rules: see *Nonhuman Figures*.

STRENGTH (ST) governs:
(1) How many hits a figure can take. "Hits" represent injury. The hits a figure takes in combat are subtracted from its ST; each hit reduces ST by 1. When ST reaches 0 a figure falls unconscious; at ST -1 it dies.

(2) How many spells a wizard can cast. Each spell (listed in the *Spell Table* on the Reference Pages) has a ST cost. This is the number of ST points a wizard expends casting the spell. This is an energy drain to the wizard, rather than injury – but it is treated just as though the wizard had taken hits, and marked against his ST. A wizard who throws the Trip spell loses 2 ST, just as though he had taken 2 hits. Some spells are "continuing" spells, and cost ST each turn after being cast until the wizard turns them off. *Note*: A wizard cannot cast a spell which would reduce his ST below 0. He *can* cast a spell which reduces his ST to 0.