

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	ATTACKS
Wild Mage with Knife	4	10	20	1/2*

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+1	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	60	-1	
	LOW	14	60	-1	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
	SIDE SWING	22	60	-2	
	THRUST	38	58	-1	
MAGIC SPELLS*	GREAT	36	54	S	
	MAJOR	26	54	S	
SPECIAL	KICK	34	56	+1	
	WILD SWING	40	58	+1	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
MAGIC SPELLS*	MINOR	48	54	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+2	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	THRUST	60		-5	
	GREAT MAGIC*	54		S	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

The Wild Mage can perform Red Magic only. She begins with 32 starting spells. She may cast two spells simultaneously, but has no control over which spells are cast. See the Special Spell Rules and the Spell Results table.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	49			19	13	19	49	57	37	31	49	13	17	13	49	13	41	13	13	49	49		27	13
4	5			33	3	3	11	55	37	19	11	15	17	3	15	9	59	17	3	5	19		43	17
6	19			33	3	3	49	19	19	29	11	15	17	45	5	45	19	17	19	19	19		19	17
8	5			33	3	3	21	55	37	29	21	15	17	3	3	9	19	17	3	5	5		43	17
10	31			19	45	3	7	57	13	23	7	45	17	31	3	53	25	17	45	53	31		43	17
12	31			19	53	45	11	57	13	29	11	45	17	31	3	45	25	53	45	53	49		29	17
14	49			23	13	3	13	19	37	53	11	13	13	13	5	13	13	13	13	49	49		53	13
16	51			63	51	51	11	55	57	57	11	19	61	21	57	9	41	17	51	21	51		43	61
18	5			33	3	3	11	55	37	29	11	15	17	5	3	9	41	17	3	21	5		43	17
20	5			33	21	3	11	55	37	29	11	15	17	23	3	9	25	17	3	5	5		43	17
22	49			23	13	13	13	19	37	53	19	15	13	3	5	31	25	13	3	49	49		43	17
24	53			33	45	45	11	1	53	7	11	7	17	3	3	45	53	53	45	21	5		41	17
26	5			33	3	3	11	55	19	29	11	15	17	5	3	9	25	17	3	5	5		43	17
28	7			19	3	53	11	23	37	23	11	53	53	19	31	9	25	17	27	41	5		29	17
30	49			33	3	3	11	57	37	29	27	15	27	3	27	27	25	17	27	5	27		27	17
32	53			33	3	45	53	19	13	29	53	45	53	53	3	31	25	53	45	31	19		43	53
34	5			33	3	3	11	1	37	29	19	15	17	19	19	19	25	17	3	41	5		27	19
36	5			33	3	3	11	1	7	7	11	15	17	7	27	9	7	17	3	7	5		7	17
38	31			19	45	45	7	57	13	29	9	45	17	5	5	45	25	17	45	5	31		43	17
40	49			33	3	41	49	23	23	53	13	23	19	3	5	9	25	17	3	5	49		43	17
42	49			19	13	49	49	57	37	31	49	13	17	13	5	9	41	13	13	49	49		27	19
44	5			33	45	3	19	57	7	19	19	15	17	19	19	45	19	17	45	19	5		27	17
46	5			33	3	3	11	1	37	29	11	15	17	3	15	9	25	17	3	5	5		43	17
48	5			19	45	45	49	57	19	29	49	19	17	19	19	9	25	17	45	19	49		19	17

	50	52	54	56	58	60	62	64
50	45	23	17	53	41	11	19	19
52	21	63	17	57	5	11	55	57
54	53	33	17	45	35	11	35	3
56	39	63	17	45	51	51	55	3
58	39	33	61	47	5	13	57	51
60	13	33	13	57	5	11	57	47
62	39	63	61	57	51	51	55	51
64	7	35	53	45	51	51	57	3

- 1 JUMPING AWAY
Tell Opponent: "Restore 2 Magic Points."
- 3 SWINGING HIGH
Tell Opponent: "Do no Red next turn."
- 5 SWINGING LOW
Tell Opponent: "Do no Blue next turn."
- 7 DAZED SCORE 8
Tell Opponent: "Do only Yellow or Green (except Magic) next turn."
- 9 THRUSTING HIGH
Tell Opponent: "No restrictions next turn."
- 11 THRUSTING LOW
Tell Opponent: "No restrictions next turn."
- 13 LEG WOUND SCORE 5
Tell Opponent: "Do no Red or Orange next turn."
- 15 SWINGING DOWN
Tell Opponent: "Do no Blue next turn."
- 17 CASTING MAGIC
Tell Opponent: "No restrictions next turn, but if on a Score page, reveal 1 or 2 randomly chosen Magic Cards."
- 19 STRUCK OFF BALANCE SCORE 1
Tell Opponent: "Do only Yellow or Green (except Magic) next turn."
- 21 TURNED AROUND SCORE 0
Tell Opponent: "Do only Yellow next turn."
- 23 BEHIND YOU
Tell Opponent: "No restrictions next turn."
- 25 KICKING
Tell Opponent: "Do no Yellow next turn."
- 27 WEAPON DISLODGED
Tell Opponent: "Do only Magic, Green or Yellow (except Wild Swing) until weapon has been retrieved."
- 29 DUCKING
Tell Opponent: "Do no Orange, but add +2 to any Blue that Scores next turn."
- 31 ARM WOUND SCORE 5
Tell Opponent: "Do no Red, Orange or Magic next turn."

33 DODGING

Tell Opponent: "Do no Magic, but add +2 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 6

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue, but add +1 to any Orange that Scores next turn."

39 CHARGING

Tell Opponent: "Do no Yellow next turn."

41 KNOCKED DOWN

SCORE 1

Tell Opponent: "Do only Jumps next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. Do no Orange or Magic next turn."

45 PARRYING HIGH

SCORE -2

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 5

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW

SCORE -2

Tell Opponent: "No restrictions next turn."

51 EXTENDED RANGE ATTACKING

Tell Opponent: "Do only Extended Range next turn."

53 BODY WOUND

SCORE 6

Tell Opponent: "Do only Green or Yellow next turn."

55 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Restore 2 Magic Points. Do only Extended Range next turn."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Restore 1 Magic Point. Do only Extended Range next turn."

59 PUSHED OFF BALANCE

SCORE 1

Tell Opponent: "Do only Yellow or Green (except Magic) next turn."

61 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, but if on a Score page, reveal 1 or 2 randomly chosen Magic Cards."

63 EXTENDED RANGE DODGING

Tell Opponent: "Restore 2 Magic Points. Do only Extended Range next turn."

Special Spell Rules

The Wild Mage may increase her starting Magic Points in the usual manner. She however always begins with 32 spells at her disposal (i.e. the entire Tome of Red Magic). She may choose to cast up to two spells simultaneously and these may be directed at one opponent or at two different opponents, if both are affected. However she has no control over which spells are cast, beyond designating their level. The spells that are cast are determined randomly. No more than half a Wild Mage's starting Magic Points may be spent in one spell-casting event. Note that 20 spells may be cast at Minor level, 27 at Major level and 18 at Great level. The Table below may be used with 6-sided dice. For Minor Spells, roll 3 dice, re-rolling a 6 on the 3rd die; for Major Spells, roll 3 dice; for Great Spells, roll 2 dice.

SPELL		Spell chosen on 6-sided die rolls of:		
Name	Level	MINOR	MAJOR	GREAT
1 Double Vision		-	1-2 ; 1-2 ; 1-2	1-2 ; 1
2 Sleep		-	1-2 ; 1-2 ; 3-4	1-2 ; 2
3 Fireball		1-3 ; 1-3 ; 1	1-2 ; 1-2 ; 5-6	1-2 ; 3
4 Stun		1-3 ; 1-3 ; 2	1-2 ; 3-4 ; 1-2	-
5 Panic		-	1-2 ; 3-4 ; 3-4	-
6 Dazzle		1-3 ; 1-3 ; 3	-	-
7 Fumble		-	1-2 ; 3-4 ; 5-6	-
8 Shape Change Self		-	-	1-2 ; 4
9 Block Magic		1-3 ; 1-3 ; 4	1-2 ; 5-6 ; 1-2	1-2 ; 5
10 Levitate		-	1-2 ; 5-6 ; 3-4	1-2 ; 6
11 Shrink		-	1-2 ; 5-6 ; 5-6	-
12 Hypnotise		1-3 ; 1-3 ; 5	3-4 ; 1-2 ; 1-2	3-4 ; 1
13 Vampire Fly		-	3-4 ; 1-2 ; 3-4	-
14 Reverse Spell		1-3 ; 4-6 ; 1	-	-
15 Block Weapons		1-3 ; 4-6 ; 2	3-4 ; 1-2 ; 5-6	3-4 ; 2
16 Extra Strength		1-3 ; 4-6 ; 3	3-4 ; 3-4 ; 1-2	3-4 ; 3
17 Grow		-	3-4 ; 3-4 ; 3-4	3-4 ; 4
18 Slow		1-3 ; 4-6 ; 4	3-4 ; 3-4 ; 5-6	-
19 Blur		1-3 ; 4-6 ; 5	3-4 ; 5-6 ; 1-2	-
20 Hand of Belo		4-6 ; 1-3 ; 1	3-4 ; 5-6 ; 3-4	3-4 ; 5
21 Magic Lasso		4-6 ; 1-3 ; 2	3-4 ; 5-6 ; 5-6	-
22 Retrieve Weapon		4-6 ; 1-3 ; 3	-	-
23 Sunburst		4-6 ; 1-3 ; 4	5-6 ; 1-2 ; 1-2	3-4 ; 6
24 Weak Knees		4-6 ; 1-3 ; 5	5-6 ; 1-2 ; 3-4	5-6 ; 1
25 Crushing Walls		-	5-6 ; 1-2 ; 5-6	-
26 Lightning Bolt		4-6 ; 4-6 ; 1	5-6 ; 3-4 ; 1-2	5-6 ; 2
27 Insanity		-	5-6 ; 3-4 ; 3-4	5-6 ; 3
28 Strength		4-6 ; 4-6 ; 2	5-6 ; 3-4 ; 5-6	5-6 ; 4
29 Trip		4-6 ; 4-6 ; 3	5-6 ; 5-6 ; 1-2	-
30 Teleport		4-6 ; 4-6 ; 4	-	-
31 Magic Clone		-	5-6 ; 5-6 ; 3-4	5-6 ; 5
32 Protection from Weapons		4-6 ; 4-6 ; 5	5-6 ; 5-6 ; 5-6	5-6 ; 6

Spells of lower level are cast first. When spells are the same level, the lower cost spell is cast first, and spells of fixed cost are cast before those of variable cost. Remaining Magic Points are then used for the second spell. Spells of variable cost are cast using the maximum available number of Magic Points. If insufficient Magic Points are available for a selected spell, then the Magic Points are wasted and the spell is not cast. Once chosen, spells may be downgraded to a lower level if desired. If the same spell is selected twice, the Wild Mage may choose whether it is cast twice. An

opponent affected by two spells must follow both their instructions, if they do not conflict. If they do conflict, then the worse instruction is followed.

If an opponent has Magic Resistance, the penalty is applied to the total MP spent in one turn, not to both spells individually.

Example: a Wild Mage with 10 Magic Points remaining casts 36 (Major Magic) on her opponent. She then rolls '615' (Crushing Walls, cost 8) and '322' (Hypnotise, cost 3). The Hypnotise spell is cast first, as it has the lower cost. If she casts Major Hypnotise, she will be 1 Magic Point short and will waste her remaining 7 Magic Points on a failed Crushing Walls spell. Her better option is to downgrade Hypnotise to Minor, costing only 1 point, and thereby successfully cast Crushing Walls. She spends 9 Magic Points and has 1 remaining. Her opponent is instructed to do Orange next turn – and will therefore certainly take 1 Body Point damage before even having a chance to escape the Crushing Walls.

Example: a Wild Mage with 24 starting Magic Points successfully casts 54 (Great Magic) against two opponents. Amazingly, she rolls '62' (Lightning Bolt, cost 7+) and '13' (Fireball, cost 11-20). If both spells are cast at Great level, then the Lightning Bolt has a lower cost and is cast first. As it is a variable cost spell, the maximum 12 Magic Points she is permitted to cast in one turn are directed into the Lightning Bolt and her Fireball fizzles - without wasting Magic Points – and only one opponent is affected. Alternatively, she may downgrade the Lightning Bolt to a Major spell, with a maximum cost of 6, and spend her other 6 Magic Points on the Fireball spell; or to a Minor spell, costing 3, and spend 9 points on the Fireball. She may also downgrade the Fireball to Major (so it is cast first), spending 10 points, and launch a 2 point Lightning Bolt; or to Minor, cost 3, and launch a 9 point Lightning Bolt. In all cases, 12 Magic Points are spent (and if both spells are cast at the same opponent, 12 Body Points of damage are inflicted in total, making the spell level juggling irrelevant). She may also of course choose to downgrade both spells to Minor level, spending only 6 Magic Points.

Example: a Wild Mage casts 36 (Major Magic), chooses to cast one of the spells at Minor level, and rolls Retrieve Weapon (cost 4) and Sleep (cost 1/BP). Unfortunately for her, there is no weapon on the ground, and she is fighting an unwounded Wraith. The spells have no effect and she has wasted a total of 10 Magic Points (half her total).

Example: a Hill Troll is hit by Weak Knees and Dazzle. It is instructed to do only Green or Yellow, except Up or Dodge. Later, the hapless troll is struck by Panic and Stun. It is instructed to do only Green or Yellow until getting to Extended Range, but also to do no Yellow while stunned. The troll can therefore do only Green until it reaches Extended Range, or until the Stun spell wears off (if it does). Ouch.

Example: a Skeleton is hit by the spell Slow while the Wild Mage Teleports behind it. The skeleton is instructed to do no Fakes or Yellow for the next 3 turns, but also to do ONLY Yellow next turn. In this case, the worse instruction (Do only Yellow) is followed in the first turn.