

WIZARD PALS!

INTRODUCTION

The world is a wretched place, and life is awful. Thankfully, **You Are Magic**, and even better, you can **Do Magic**, and it rules.

This is a game for 2-6 people, ideally. **You will need at least one 12 sided die (D12)**, preferably per player. **One player will be the Game Master (GM)**. The rest of you will be Wizards.

A Wizard is someone who is so clever and willful that they have learned to bend reality to their will, and their will is usually to be traveling between dimensions, exploding skeletons, and opening giant, glowing doors. Some wizards learn their art from long years of study. Others come into the world as fully formed beings. **None are to be trifled with.**



Wizard Pals is a game which is intended to be silly and lighthearted, but can also be used to create dramatic stories and intense moments. After all, the best

stories are a mix of these elements. That being the case, this game uses **Safety Tools**, which are mechanisms at your game table designed to encourage the **informed consent** of everyone at the table, and keep all parties comfortable and having fun. Resources you can use at your table are included in a later section.

CREATING A WIZARD

Wizards are protectors of secrets and lore, and pals to all those who love freedom. Some wizards, such as those who deal in mind control magic, or who abuse necromancy, have turned away from goodness and the natural order. **They are no pals at all. They are Wizard Bastards.**

When creating your wizard, first, **pick a color** for them to identify with. There are six main types of wizards, and the tradition is to dress in the color which coincides with that wizard's area of expertise. If you wish to choose your color randomly, roll your D12, and take the result in the table below.

Each type of wizard starts with two spells they know by heart, a **Common Trick** and a **Signature Spell**. These work automatically, and

unless otherwise specified, don't require a roll to use.

You can perform your trick whenever you want. Your Signature Spell is more

powerful, and more limited. **Once you've used your Signature Spell, roll your D12. If you roll an 8 or below, you cannot use the spell again until your wizard has rested.**



MEET THE WIZARDS

1-2: Red - Blood Wizards

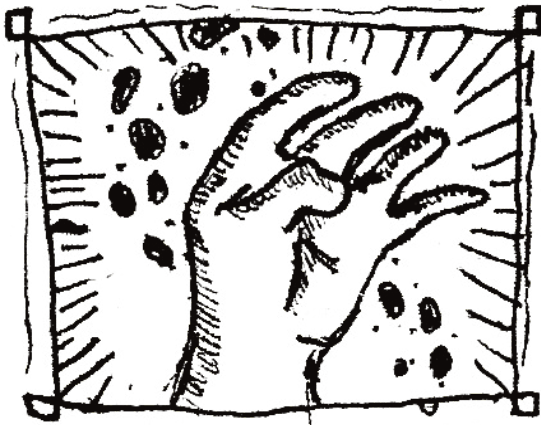
Trick: Create small flame

Spell: if your Vitality Points are at less than half your total, you get +2 to Do A Magic, OR a successful Arcane Assault does +2 damage, OR a -2 to a Knowledge of Sages roll, OR a +2 to a Wizardly Prowess roll

3-4: Green - Nature Wizards

Trick: Speak to animals

Spell: Animate a large plant to help you, OR animate many small plants like vines or grass to help you.



5-6: Blue - Sea Wizards

Trick: breathe underwater

Spell: create a wave of force, knocking everything around you away, OR create a powerful force to hold a door closed/a closing gate open/hold a creature in place.

7-8: Grey - Mist Mages

Trick: move without any sound

Spell: Make whole party go unnoticed, OR create an elaborate illusion that one creature can see.

9-10: Yellow - Harmony Wizards

Trick: Create Light

Spell: Roll d12, heal someone for half the result rounding down, OR deal the full amount as damage to an undead Baddie

11-12: Purple - Necromancers

Trick: See ghosts, talk to the dead

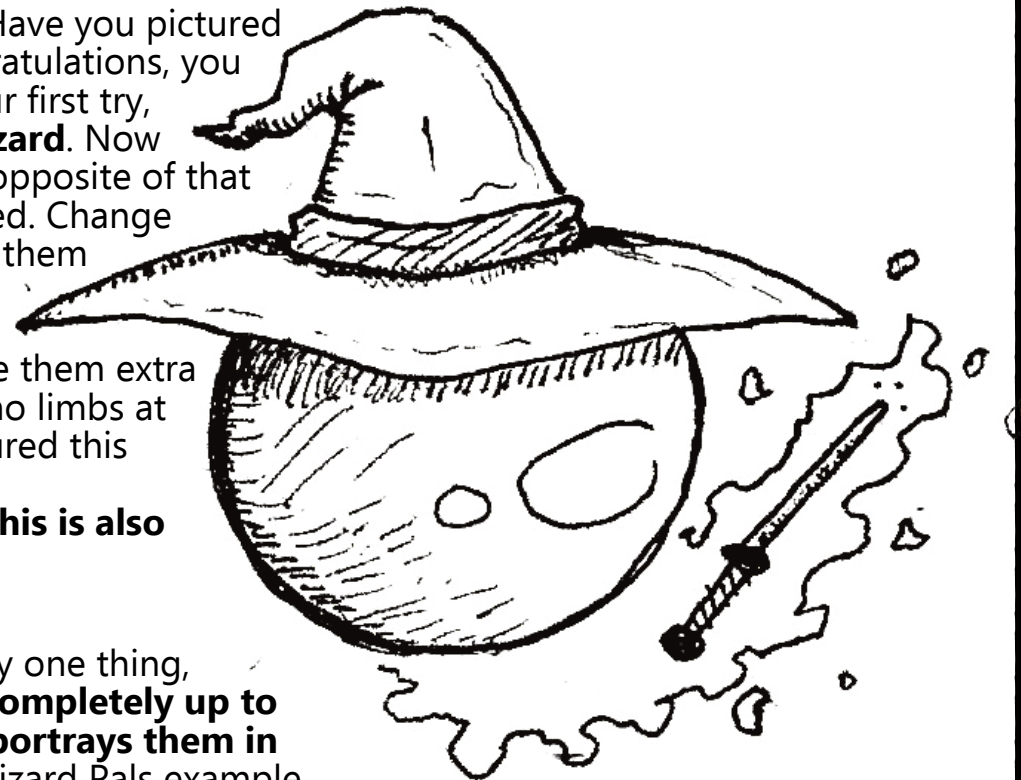
Spell: roll d12, damage a target for half the result rounding down, heal yourself the same amount

WIZARDS & IDENTITY

Think of a wizard. Picture them in your mind's eye. Have you pictured the wizard? Congratulations, you got it right on your first try, **that's 100% a wizard.** Now picture the exact opposite of that wizard you pictured. Change their gender, give them different hair, abstract their physical form, give them extra limbs, give them no limbs at all. Have you pictured this opposite wizard? Congratulations, **this is also correct.**

A wizard is not any one thing, **their identity is completely up to the person who portrays them in this game.** The Wizard Pals example character sheet includes a spot for your wizard's pronouns, which can be whatever you choose, or none at all. Perhaps they change regularly. The sheet also includes a spot for

brief description. This is also completely up to you, and what sort of wizard you would like to be. **Anyone can be a wizard, and a wizard can be anyone.** If anyone at the table feels this is up for debate, they have marked themselves as no Pal at all, and they may not be a person with whom you wish to be a wizard.



WIZARD NAMES

Choose a name for your wizard. Most wizards also identify themselves by a color. For example,

Gandalf the Grey, or Buntz the Blue. They don't have to be alliterative, but it helps, obviously.

Wizards also collect names as they travel. Any time your wizard accomplishes a major goal, they might take on another name. If you have trouble thinking of one, you might roll your D12 once on each of the following tables to get ideas.



WIZARDLY TASKS

Choose a Task for your wizard. This is your duty, your purpose. Keep it a little open ended, but be sure to bring it up often so that everyone knows about your amazing quest. If you need help coming up with a task, roll your D12 on the following table.

Result	Title Prefix
1	Lord / Lady / Sovereign of...
2	Master / Mistress / Magus of...
3	Weaver of...
4	Devourer of...
5	Champion of...
6	Wielder of...
7	Diviner of...
8	Bringer of...
9	Conjurer of...
10	Traveler through...
11	Keeper of...
12	Destroyer of...

Result	Title Suffix
1	... the 12 Realms
2	... the Secret Flame
3	... the 8 Crowns
4	... the Halls of Legend
5	... the Black Tome
6	... the Promised Prophecy
7	... the Crystal Storm
8	... Bone & Blade
9	... Those That Wander
10	... the Dead of Dawnbarrow
11	... Light & Life
12	... The Watchers

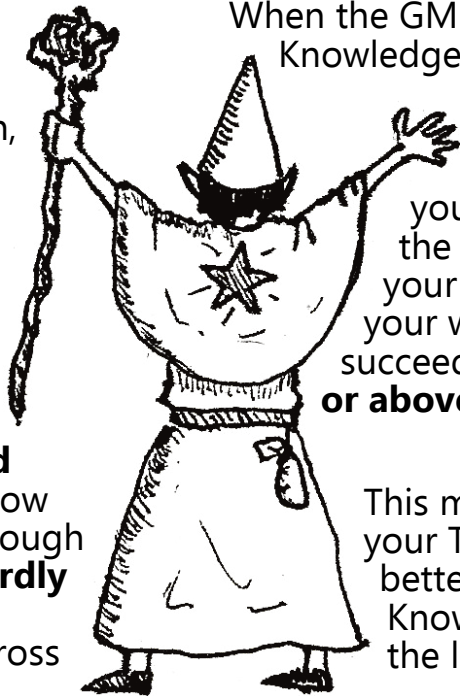
Result	Wizardly Tasks
1	Defeat the Evil Lord
2	Solve the Ancient Riddle
3	Destroy the Dark Artifact
4	Find the Lost City
5	Learn the Secret Lore
6	Find the True Heir
7	Open the Mystical Portal
8	Close the Mystical Portal
9	Dethrone the Unjust Ruler
10	Create the Magical Realm
11	Defeat the Great Beast
12	Meet the Gods

WIZARD ABILITIES

When you create your wizard, you will have two inversely proportional magical abilities which will determine your wizard's skill at interacting with the world around them. When you want your wizard to act, simply tell your GM what you want your wizard to do. If there is a chance the action might fail, the GM will ask you to roll your D12, and tell you which of your wizard's abilities you must roll. These abilities are called **Knowledge of Sages** and **Wizardly Prowess**.

If your wizard is attempting to gather information of any kind, to spot a detail around them, to research arcane knowledge, or use their magic to divine information, you will roll **Knowledge of Sages**.

For any action which does not involve information, and instead is more related to **concretely interacting with the world** around them, or showing how adeptly they can handle a tough situation, you will roll **Wizardly Prowess**. This could mean daring acts like jumping across a pit, or climbing onto the



back of a giant, but could also apply to more subtle acts like picking locks, moving unnoticed through busy streets, or convincing someone to aid you.

More simply, you can think of these two scores when you want to **know something**, or when you want to **do something**. When you are describing what your wizard wants to do in a situation, this is the determination the GM will make when they ask for a roll.

To determine these two abilities, you must set your **Target Number**. Your Target Number can be from 1 to 12. When the GM asks you to roll your Knowledge of Sages, and you roll your D12, your wizard has succeeded if you roll **equal to or under** your Target Number. If the GM asks you to roll your Wizardly Prowess, your wizard has instead succeeded if you roll **equal to or above** your Target Number.

This means that the higher your Target Number, the better your wizard's Knowledge of Sages, and the lower your Target

Number, the better your wizard's Wizardly Prowess.

When you create your wizard, **you may choose your Target Number, or you may roll your D12**, and take the random result as the Target Number. If you are using the Wizard Pals character sheet, there is a simple slider where you can fill in the bubble with the appropriate Target Number, but if you are making your own character sheet, it's equally good to simply note what your Target Number is.

When rolling one of your Wizard Abilities, **if the action you are attempting is directly related to your wizard's color and specialty, the GM might grant you an additional bonus of 1 to your roll**. Conversely, if the action is in opposition to your nature, the GM might impose a penalty of 1 to your roll.

WIZARD COMBAT

Wizards strive for peace, but sometimes in their travels they just can't help but come across some real jerks and bastards, and there's no choice but to throw down. In those times, a wizard's Knowledge of Sages

and Wizardly Prowess abilities will be of limited use, and instead they must rely on their **Arcane Assault** and their **Enchanter's Aegis** abilities. Arcane Assault represents a wizard's ability to dish out magical punishment to their foes in a direct attack, while Enchanter's Aegis represents a wizard's ability to avoid and deflect incoming attacks on themselves. Simply put, these abilities represent your wizard's **attack** and **defense**.

Your Arcane Assault and Enchanter's Aegis scores can be a maximum of +3, and a minimum of -2. **If you add the two scores together, the total should always be 1.** For example, if your Arcane Assault is set to +1, your Enchanter's Aegis is 0, and if your Arcane Assault is +2, your Enchanter's Aegis is -1. You can set these scores on your own as well, or determine them randomly by rolling your d12, and following this table.

Result	Wizardly Combat Stats
1-2	AA= -2 , EA= +3
3-4	AA= -1 , EA= +2
5-6	AA= 0 , EA= +1
7-8	AA= +1 , EA= 0
9-10	AA= +2 , EA= -1
11-12	AA= +3 , EA= -2

If you are using the Wizard Pals character sheet, there is a second slider you can fill in to easily record your combat scores, but again, it's also fine to simply write down your two scores.

If your wizard is using their magic to attack a Baddie, **roll your D12 and add your Arcane Assault score.** If your Assault score is a negative number, this brings your roll down, but take heart, gentle wizard, that means you have a strong Enchanter's Aegis! **If your attack roll meets or beats the enemy's defense, they lose 2 of their Vitality Points.** If your attack roll is only half their defense or less, **you lose 1 Vitality Point instead.** If your attack roll is double their defense or higher, **they lose 3 Vitality Points.**

If your wizard is being attacked, **roll D12 and add your Enchanter's Aegis score to defend.** If your Aegis score is a negative number, this brings your roll down, but at least you've got that sweet Assault score! **If your defense roll is higher than their attack you have successfully defended yourself** and lose no Vitality Points. If your defense roll is half or less than the incoming attack, **you lose 3 Vitality Points.** If your

defense roll is twice or more the incoming attack, **your attacker loses 1 Vitality Point.** You should do this **each time a wizard is being attacked**, not just at the beginning of combat.

Your wizard has a maximum of 12 Vitality Points. If you lose all of your Vitality points, your wizard has died. Try your best to think of something cool and impressive as your last words, as though the giant fire demon you knocked into the abyss a moment earlier was hanging from your ankle off the side of a bridge.

DO A MAGIC

Sometimes you may wish to **Do Magic** in a way which can't be described by one of your Spells, or by the magical actions attached to your Wizard Abilities. In these cases, you can still attempt to Do A Magic.

Announce to the GM your intent, and the effect you wish to create. They will tell you if it is A Little Magic, A Big Magic, or a Wonder. Roll your D12.

For A Little Magic you must roll above a 4. If you fail, the Magic fizzles, and nothing happens.

For a Big Magic, you must roll above an 8. If you fail, the Magic fizzles and you may suffer a moderate negative effect.

For A Wonder, you must roll above a 10. If you fail, the Magic backfires, and you suffer a greater negative effect.

If the Magic you are attempting to Do is related directly to your wizard color, the GM might add 1 to your roll. If you are attempting to Do A Magic which goes against your nature, the GM might subtract 1 from your roll.

RESTING

It's been a long day of adventures and solving riddles in dank caves. A troll punched you. You used up all of your coolest spells. Your socks are wet. Time to find a nice, safe place to rest. Maybe it's an inn, or a spot to set up camp. Really, any place where nothing is going to try to kill you for a few hours while you thoughtfully smoke a pipe.

When your wizard rests they regain 3 lost vitality points and the use of any spells which they couldn't roll to regain. Wizards also love to read their books and think big, wizardly thoughts. When they do these things while resting, **you may raise or lower your Target Number by 2, adjust your Combat Abilities by 2** (the scores must still equal 1 when added together), **or adjust each pair of abilities by 1.**

HELPING A PAL

Wizards believe in collaboration, and of course, in being a real pal. Sometimes, whether it's in an epic battle with a giant monster, or finding exactly the right translation for a passage in an ancient scroll, you might see a fellow wizard in action and want to assist them. Of course you can offer words of encouragement, suggestions, or try to act in a way which benefits them, but if that wizard is making a roll on their D12, they are using magic, and so to assist them you must use some of your own magic.

Whenever a wizard in your party is rolling their D12, you may offer them a bonus of +1 if they are trying to roll high, or -1 if they are trying to roll low. To do this, you

sacrifice the use of your own Signature Spell, as though you had cast it. Just as you would after casting a spell, you can then roll to see if you regain it.

ROLEPLAYING

Consider making up a voice or using an accent for your wizard. It's fun, and **being a wizard should be fun.** Think about how your wizard dresses, and what they carry. Perhaps your wizard has a beard, or a wide brimmed hat with stars and moons on it. Perhaps they smoke a pipe and carry a staff, or a wand. Perhaps they prefer a cool leather jacket to a robe.

Now and then, remember to assert things about what a wizard is or is not, and does or does not do. State these things as plain fact. **A wizard is the only true expert about wizards.** You may wish to do the same regarding facts about the world at large, as wizards are keepers of great knowledge. A group of wizards doing this together will create a more dynamic and detailed world in which to have adventures.

Nearly everything your wizard does is magic of one kind or another. If the GM asks you to roll

Wizardly Prowess to leap a large distance, or to convince royalty to aid in their task, think about how your wizard is using magic to accomplish that goal. If you are rolling Knowledge of Sages, consider that your wizard is seeing into the very fabric of reality to get answers, or using some ancient divination. Why be a wizard at all if you're just going to unlock a door with keys, or ask a stranger for directions?

Describe how your wizard does magic (especially when it seems totally unnecessary). Do runes light up along their arms? Perhaps their eyes turn a solid color and glow. Maybe they make complex hand gestures, or reach into a pouch full of strange and arcane tools, and powders, and symbolic materials. They could do a little magic dance.

The six primary wizard colors each represent a magical specialty. **Try to apply this to your actions and your descriptions of your magic as well.** A Grey Mist Mage might describe a successful Enchanter's Aegis roll as becoming a puff of intangible mist, or teleporting a foot to one side of an attack, while a **Yellow Harmony Wizard** may simply sap their opponent of the will for violence. A

Red Blood Wizard might describe a Knowledge of Sages roll as divining the future in a drop of their own blood, and a **Green Nature Wizard** might read bones or tea leaves. Perhaps a **Purple Necromancer** describes a Wizardly Prowess roll to leap across a pit as being carried by ghostly shades, and a **Blue Sea Wizard** accomplishes the same by riding a spectral wave. Radical.

When playing as your wizard and making a roll against one of your Wizard Ability scores or rolling to Do A Magic, the GM might choose to give you a bonus to your roll if they deem the action to be related to your wizard's specialty. Look for these opportunities whenever possible! If the GM presents you with a problem, or a situation, and you think to yourself, "Ah, as a [insert wizard color here] wizard, I bet I will be especially well-suited to this task," then it's probably a good time to ask if your roll gets a bonus, assuming the GM hasn't already offered one.

For example, a **Red Blood Wizard** might get a bonus investigating the scene of a violent act because of blood splattered nearby, while a **Blue Sea Wizard** might be the best choice to investigate why an



otherwise dry room has a mysterious puddle in the center. A **Green Nature Wizard** might get a bonus identifying a sound as man made or naturally occurring, or a poison in their wine, because of their connection to plants and the natural world. A **Yellow Harmony Wizard** may get a bonus for attempting to reason with a hostile creature, or to know the customs of a foreign noble. If you believe that you're playing to your Wizardly specialty with a particular action, explain to the GM why you think the roll may deserve a bonus.

Ultimately, **it is the GM's job to offer these bonuses**, and if they decide not to, that's okay too. In fact,

if the act you wish to take or the Magic you wish to Do seems especially contrary to your wizard's specialty, **your roll may have a penalty instead of a bonus.** It can be difficult to act contrary to one's own nature! Imagine a crunchy Green Wizard trying to work a complex piece of technology, or a silent Grey Wizard attempting to draw attention to themselves and away from their party.

Don't fret about a roll penalty, difficulty and the possibility of failure is the whole reason you're rolling dice here. Some friendly arguing of your point is encouraged, but do remember that the key word is "friendly," we're all friends here, c'mon buddy.

Remember that your job at the table is as much to help the other players have fun as it is to chase your own fun. The spotlight is for everyone, and you should want to hear your friends deliver cutting one-liners just as much as you want your wizard to do a magical backflip. This includes the GM. You're not their boss. Wizards believe in equity.

FOR THE GM

Now you must craft a world, full of vibrant creatures and characters, for these wizards to explore. Many, if not all of them, will have silly voices. **You've got this, I believe in you.**

As you create adventures for your friends and the wizards they portray, **try to incorporate their Wizardly Tasks so they feel connected and invested.** I made them come up with those for your benefit, mostly.

Remember that your job is to facilitate a game, and have fun with people you like, not to tell your friends a story. **This is a very silly game.** Lean into that. Also remember that without the possibility of failure, the characters have nothing over which to triumph. This is true in small ways, too; if a wizard badly fails at a roll, something bad or dangerous might happen, they might even get hurt in the process. Wise wizards value caution, even as they explore ancient ruins, and shoot lightning out of their fingers.

Remember to reward creative play. Wizard Pals do not "level up," nor do they believe in money, but if a player has a cool idea or an excellent role-

playing moment, you might give them back the use of their Signature Spell that they failed to regain, or increase their maximum Vitality Points for something big. Think about new spells they can learn, try to tie them into their wizard colors. Let them find useful potions, or cool magical trinkets and artifacts.

Try to create challenges which play into the strengths and wizard colors of your players' characters. **Look for times when you can offer bonuses to their rolls,** based on those strengths and specialties.

Remember the major themes of each wizard color; **Red Wizards** gather power from within, from visceral passion, and the energy within life blood. **Green Wizards** are connected to the natural world, to plants and animals, to the background magic of life. **Blue Wizards** gain their power from the deepest places life can be found, in life-giving water, from the purity it can represent. **Grey Wizards** thrive in secrets, and obfuscation, and hidden things. **Yellow Wizards** are champions of light, and peace, and their strength comes from understanding the powerful gift that is life itself. **Purple Wizards** play in the veil that all things must pass

through, the wisdom of the dead,
and what lives on when the physical
body has passed on.

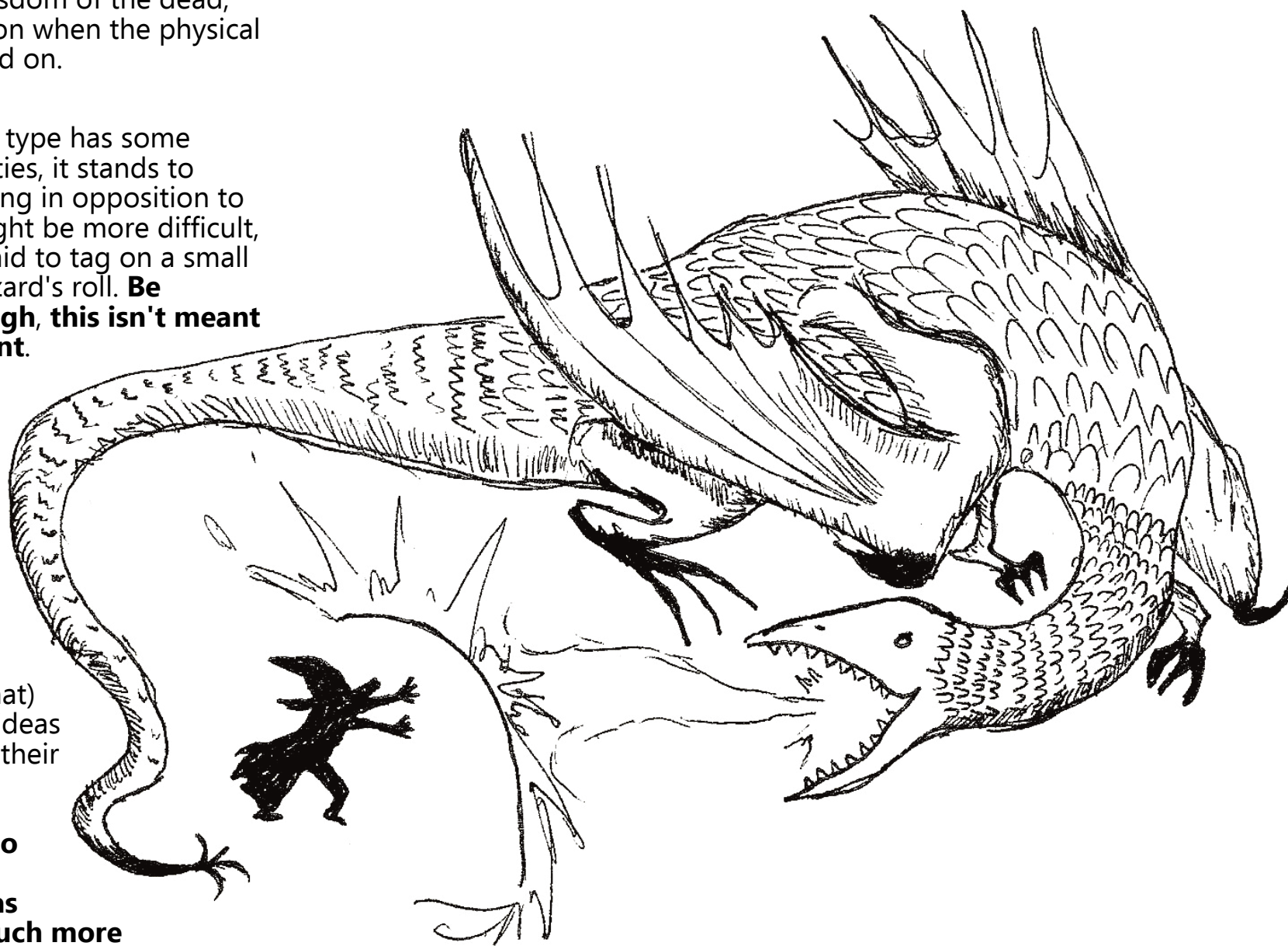
As each Wizard type has some
particular affinities, it stands to
reason that acting in opposition to
their nature might be more difficult,
so don't be afraid to tag on a small
penalty to a wizard's roll. **Be
generous though, this isn't meant
as a punishment.**

Very
importantly,
**ASK
QUESTIONS!**

Even small
ones (ex:
what does
your spell
look like?

Describe your hat)
can help spark ideas
for players and their
wizards.

**Encourage the
other players to
describe and
define things as
much if not much more
than you.**



IMPLEMENTING SAFETY TOOLS

Any game in which you invest your time, creativity, and care can be an act of vulnerability, and it's important to be thoughtful about that. Wizard Pals, and other games like it, are highly improvisational, and that can mean someone can inadvertently make another player feel uncomfortable or unsafe at the table. **Safety Tools can help you avoid these situations altogether, and can help address them if they come up anyway.**

Below are some resources for safety tools you can use at your table, which thankfully are written and collected by people much smarter than the dummy who wrote this game. **Discuss with the other players which tools are best for your table!** (If you'd like a recommendation, I like **Script Change** for use during play, and for extended campaigns, I also like Lauren Bryant-Monk's version of the **RPG Consent Checklist**)

TTRPG Safety Toolkit by Kienna Shaw and Lauren Bryant-Monk (v2.3 at the time of writing):

bit.ly/ttrpgsafetytoolkit

ADVENTURE MAKER

Personally, I'm confident that whatever challenges and adventures you think up for your friends and their wizards are going to be a lot more exciting, hilarious, and personally significant than anything I could offer you. I probably don't even know your friends. That said, it can be a daunting task to facilitate this type of game experience, especially if you're new to it, or you've decided to play a game together without much time for you to prepare. Plus, I don't want the GM to be the only player at the table without any tools provided to get your imagination working.

Below are a few more D12 tables you can use to get some ideas for a short adventure. To use them, **roll your D12 on the adjectives table, then on the locations table**, and those two words have given you a setting for your wizards to explore. Then, **roll on the adjectives table again, followed by a roll on the baddies table**. The word baddie in this case might not even mean an enemy, exactly, so much as a being or group whose presence defines the problem or conflict at the center of the story.

Finally, **roll on the plot hooks table for some further narrative wrinkle**. These are pretty simple ideas, but they should at least give you the bones of an adventure you can create, you only have to fill in some details.

Result	Adjectives
1	Psychic
2	Haunted / Undead
3	Elemental
4	Floating
5	Endless
6	Fairy
7	Mirror
8	Giant
9	Tiny
10	Crystalline
11	Bladed
12	Shadow

Result	Locations
1	Catacombs
2	Labyrinth
3	Forest
4	Kingdom
5	Village
6	City
7	Castle
8	Library
9	Tower
10	Court
11	Desert
12	Academy

Result	Baddies
1	Army
2	Anglerfish
3	Tree
4	Rat King
5	Giant
6	Minotaur
7	Assassin
8	Fairy
9	Stag
10	Orb
11	Dragon
12	Wizard Bastard



4: The baddie is actually a guard meant to keep something good and precious within the location safe and secret.

5: The entire party has been having recurring dreams about being killed in the location, yet feel drawn to it.

6: The baddie is trying to escape the party, not necessarily harm them.

7: The location mysteriously disappeared over a century ago, and has reappeared just as suddenly.

8: There is a friendly talking crow in the location who wants to warn the wizards about the baddie, but has been cursed to always lie.

9: The baddie has swallowed an artifact



LOT HOOKS:

1: A dangerous and mysterious cult has made the location its base of operations, worshipping the baddie.

2: The baddie has captured the wizards, intending to keep them forever in the location.

3: The presence of a powerful artifact within the location keeps causing major changes and physical effects on the area.

which is key to the wizards' tasks.

10: Perfect copies of the wizards are also wandering the location, and will accuse the wizards of being imposters if they meet.

11: The baddie is disguised as an extremely normal, everyday person named Allen, who is not in any way overtly threatening, but will look for subtle ways to frustrate the wizards' plans, always seeming clumsy and apologetic.

12: The wizards awaken in the location with no idea how they arrived. The baddie has stolen all of their belongings.

COMBAT

Try to keep any battles that happen in the game moving quickly. If it makes things easier for you to have a set of sequential turns, ask everyone to roll their d12, and go in the order of highest roll to lowest. In the case of a tie, put the wizard with a better Wizardly Prowess score first.

Don't feel obligated to use a set turn order, though. It can be a little chaotic, but sometimes it's best to simply let the logic of the narrative dictate who acts next.

If you go with the latter method, determine as a group which character is the most likely to act next. **Make sure**

each character in the combat scene has had a chance to act before anyone makes a second move!

BADDIE TEMPLATE

If you wish to create monsters, evildoers, and Bastards for your players to overcome, there's a few things you should try to give them.

VITALITY POINTS

If you want a big group of wimpy Baddies, or minions for a tougher one, give them all 2 or 3 Vitality Points. A bigger Baddie might have 12 VP, like a wizard. A very big tough beast might have 20 or more.

DEFENSE

If a Baddie has magic of their own, as a Wizard Bastard would, give them an Enchanter's Aegis score from -2 to +3. Otherwise, assign a **static Defense score for your players to try to beat**. 4 would be a low defense, 8 would be good, over 10 is fairly impressive. **Remember that the highest a wizard can get on an Arcane Assault roll is between 10 and 15** depending on their score.

ATTACK

Think about how skilled your Baddies are at fighting, and give them a score

from -2 to +3, adding that to their attack rolls. A wizard's defenses are a moving target since they roll in response to attacks, so if you're finding that even Baddies with +3 attack aren't hitting very often feel free to make ones with higher bonuses. Just don't go nuts with it, you don't get to see the wizards accomplish their tasks if you keep making Baddies who are too good at murdering them.

ABILITY

Think about extra abilities your Baddies might have. A Wizard Bastard might have mind control abilities, or raise up undead minions to do their bidding. An evil

swordsman might be able to attack twice sometimes, and very big monsters might be able to try to eat a wizard whole.

Especially skilled enemies may take extra Vitality Points from the wizards on a successful attack. **If your baddies have an especially powerful ability, consider making a roll to be able to use it again**, like wizards do to regain their Signature Spells.



I'm getting chills just thinking about the great Baddies you're going to think up for these wizards.

CHARACTER DEATH

Wizards have Vitality Points for a reason. That danger gives an adventure stakes. **It can be a real bummer to lose a wizard**, though, so try to make sure your players get to have an exciting end to their wizard's story. **Ask them if their wizards have final words.** Consider letting them come back if they want to, or letting their wizards be ghosts for a while, but don't do it too much, or it won't feel important anymore.

RETURNING WIZARDS

If you and a player whose wizard has died decide that their wizard might come back, and their final words were cool enough that it seems fitting, you can ask them to roll randomly on the Wizard Colors table. It might be the same wizard, but they come back changed by death.

If their wizard's final words were **especially** rad, you may wish to have them return as a secret seventh type of wizard, which can only be created as a wizard who has passed from this world.

Any wizard who returns in either of these ways **will fade from the world as soon as their Wizardly Task is completed.**

THE ASTRAL WIZARD

An astral wizard has met death, but their destiny and purpose are too powerful to let them go.

Trick: Silently speak to others in their minds.

Spell: Read the thoughts and intentions of another creature, OR, fill another creature with fear and apprehension before your strange, otherworldly presence.





Wizard Pals

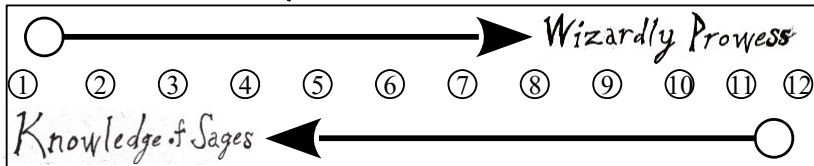
Player _____ Pronouns _____

Names

Task _____

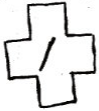
Description

Spell Sliders



Arcane	+3	+2	+1	0	-1	-2	
Assault	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
	-2	-1	0	+1	+2	+3	Enchanters Aegis

Vitality



Spells

Inventory

DRAW YOUR WIZARD!

SECRETS & MYSTERIES