

STAFFS and WANDS of *MAGIC and POWER*:

Wands are less powerful than Staffs. You must have at least 10 levels in one area before learning another.

NAME	Type (Color)	Style of Effects	Difficulty	Notes
Neutral	N/A	Any kind, but simple stuff only	1	
Light	Yellow	Light, Lightning, Good stuff	2	
Dark	Black	Evil, Death, Shadows, Arcane	4	
Earth	Brown	Earthquakes, Hurling Boulders	3	
Water/Ice/Cold	Blue	Water, Ice, Cold	2	
Fire/Heat	Red	Flames, Heat	3	
Wind/Air/Plant	Green	Wind/Air, Planty stuff	2	
Power	Red/Yellow	Energy balls, Lightning, Strength	3	
Energy	Yellow	Energy balls, Lightning	3	
Matter	Brown	Similar to Earthy stuff	3	
Void	Black	Vacuums, Dark Energy	5	
Electricity	Yellow	Lightning, Energy balls	3	
Time	Yellow/Green	Speed, Time Control	6	
Speed	Yellow/Green	Self-explanatory	4	
Sound	Yellow/ Green	Sonar, Soundwaves, Sonic Boom	4	
Teleportation	Yellow/Brown	Self-explanatory	7	
Portals	Yellow/Black	Self-explanatory	7	
Death	Black/Brown	Powers of Death and Pain	6	
Chaos	Black/Green	Dark Energy, Minions	7	
Hate	Black/Red	Fiery Strength, Dark Powers, Corruption	5	
Fear	Black/Blue	Self-explanatory	4	
Evil	Black/Red	Dark Powers, Self-explanatory	6	
Poison	Black/Green	Plague, Pain, Poison	4	
Undead	Black/Blue/Brown	Self-explanatory	5	
Life	Yellow	Healing, Resurrection	4	
Protection	Yellow	Shield, Impervious	3	
Invincibility	Yellow	Self-explanatory	6	
Invisibility	Yellow	Self-explanatory	6	
Mind Control	Green/Black	Mind Reading, Control, and Abstractions	6	
Influence	Green/Yellow	Self-explanatory	2	
Doubt	Green/Blue	Self-explanatory	1	
Courage	Yellow	Self-explanatory	2	
Luck	Yellow/Green	Self-explanatory	1	
Peace	Yellow/Blue	Self-explanatory	2	
Prophecy	Yellow/Green	Visions, Fate	3	
Victory	Yellow/Red	Self-explanatory	5	
Love	Yellow/Red	Power over Emotions	4	
Good	Yellow/Green/Blue	Generic Good, Self-explanatory	4	

Staff Base Stats are as follows: 100-10,000 £, Melee: MP 4, Dmg 2d10, Possible Crush.