

**Spell Points & Learning Spells** Characters that can cast spells will gain additional spell points and spell selection points as they advance in skill levels. Example - A Sorcerer with a knowledge score of 18 is likely to receive more spell points on advancement than a Sorcerer with an knowledge of 15.

When a character advances a skill level they may be able to learn more spells as they will also gain spell selection points.

Spell points are regained over time. Characters will regain spell points at a rate of 1 point per 2 skill levels every hour. Thus 1st and 2nd skill level characters gain 1 point per hour, 3th and 4th skill level characters gain 2 points per hour, 5th and 6th skill level characters gain 3 points per hour, etc...

For a section that discusses how the number of Spell Selection Points is determined for each caste, see section 5.0 and Table 5.1 in the "Appendix of Tables"

Figure 5.0

Spell Selection Points Required to Learn  
Table 5.1

Determining Spell Selection Points

## Spell Casting Definitions:

**Spell Level:** There are seven levels of spells that a character can cast, with each level containing 12 different spells, for a total of 84 possible spells. Each level of spell requires a different number of Spell Selection Points to learn. However, provided the character has the Spell Selection Points, they can learn any level spell at any time.

**Spell Points:** Spell Points are the units of arcane energy a spell caster uses to weave magic. The more spell points a character has, the more spells they can cast, and at higher power levels, before they must rest to regain spell points.

**Power Level:** Most spells can be cast using additional spell points to increase their power level. The higher the power level, the more effective the spell will be.

**Area of Effect:** Different spells affect different areas. Some affect individuals, some affect a large area, some take the form of a ray etc...



## Learning Spells

As you gain skill levels a character will be able to learn more and more spells. Which spells you want to learn is really up to you, so long as you don't try and learn any more spells than your spell selection points will allow.

Each spell requires a specific number of spell selection points to learn. As you choose to learn new spells your spell selection points are reduced until you can't learn any new spells. Spells are broken up into 7 levels. Each requires a different number of spell selection points to learn.

Spell Selection Points

Spell Level                      Required to Learn Each Spell

1

1  
2

3  
3

6  
4

10  
5

15  
6

21  
7

28



## Determining Spell Selection Points

Crusaders: Recieve NO Spell Selection Points until they reach the 7th skill level.

For each skill level over the 6th skill level they recieve 2 points plus 1 point for each point of Judgement over 15 plus 1 point for each skill level over the 7th.

Example: A skill level 10 Crusader with a Judgement of 16 will have:

7th:  $2 + 1$

8th:  $2 + 1 + 1$

9th:  $2 + 1 + 2$

10th:  $2 + 1 + 3$

Total =  $8 + 4 + 6 = 18$  Spell Selection Points

Priests: Recieve 3 points plus 1 point for each point of Judgement over 15 plus 1 point for each skill level past the 1st.

Example: A skill level 4 Priest with a Judgement of 17 will have:

1st:  $3 + 2$

2nd:  $3 + 2 + 1$

3rd:  $3 + 2 + 2$

4th:  $3 + 2 + 3$

Total =  $12 + 8 + 6 = 26$  Spell Selection Points

Sorcerer/Enchanter: Recieve 3 points plus 1 point for each point of Knowledge over 15 plus 1 point for each skill level past the 1st.

Example: A skill level 4 Sorcerer/Enchanter with a Knowledge of 16 will have:

1st:  $3 + 1$

2nd:  $3 + 1 + 1$

3rd:  $3 + 1 + 2$

4th:  $3 + 1 + 3$

Total =  $12 + 4 + 6 = 22$  Spell Selection Points

When you create a new character, or every time one who can cast spells gains a skill level, you can select totally new spells if you wish, or simply add new ones. Again, as long as you have spell selection points you can keep choosing spells. Of course, if the only spells left to choose all require more spell selection points than you have left, you will have to either UNLEARN some spells or wait till you gain more points.

## Casting Spells

To cast spells, click the Spells button.

This button will only be visible when the currently-selected character is capable of casting spells. The spell selection screen will appear, and allow that character to select a spell to cast, and its power level.

A green light next to the spell will indicate that you can cast that spell at the present time. If a red light appears, you cannot cast that spell in the present circumstances.

A small eye displayed next the 'Area of Effect' display indicates that the caster must be able to see the target in order to cast the spell.

After selecting the spell you wish to cast, you must select the POWER LEVEL of the spell. Different spells vary as to their effects at higher power levels. Some will increase in damage, area of effect, spell range, number of targets, or with regard to save penalties, etc. (SEE SPELL DESCRIPTIONS).

Higher POWER LEVELS require greater spell points to cast. If the spell points required by the spell at the requested POWER LEVEL is greater than that available to the caster, the POWER LEVEL is reduced to the maximum possible with the available spell points.

To target spells during combat place the cursor over the desired target and hit the " T " key on the keyboard. To remove a target simply repeat the process.

To rotate spells such as Plane of Force or Plane of Fire, hit the "Return" key.

**Spell casting:** Spell casting consists of three phases.

- 1) A character selects a spell to cast.
- 2) The character selects targets for the spell.
- 3) The character casts the spell.

Only characters capable of casting magic, and who have not taken damage in the current combat round, can cast spells. In addition, some spells cast on the character may prevent them from casting spells. Example - A character suffering from the effects of a dumb struck spell or sleep spell is not capable of casting, even though they may not have taken damage in the current round. To cast a spell, click on the spell cast button. This will display the spell cast window. After you have selected a spell to cast, you must target the recipient. The only exception to this is if the spell automatically affects specific targets. During target selection, the targeting control panel will be displayed

instead of the combat control panel.

- 1) Name of the spell being cast.
- 2) Current and maximum range of the spell.
- 3) Spell icon.
- 4) Power level of the spell being cast.
- 5) Displays the area of effect for the spell being cast. A shield symbol means

that the spot being targetted is not in the area of effect.

- 6) This area has buttons you can click to perform actions. You can also hit the

first letter (Displayed in yellow) on the keyboard. i.e. You can target spell by

hitting the " T " key on the keyboard.

- 7) Decrease ( " - " key) or increase ( " + " key) power level of spell. This will only work on spells

that do not launch as soon as they are cast.

If the spell being cast can only be targeted on those the caster is capable of seeing, then a small eye will appear where the number 5 appears above.

o move the screen around so you may see enemies that are far away, click the mouse button to center the screen on the cursor. You may move around the screen very quickly using this method.

" T "arget - Hitting the " T " key selects targets for spells or missile weapons. If the cursor is over a current target, this will remove the target.

Abort - will cause the spell to be cancelled.

Space - will cause the spell to be cast. If you wish to cast the spell before targeting the maximum number allowed, this will cause the spell to be launched immediately.

Next - Prev - Center - work in an identical fashion as in the combat control panel described above.

Clicking on any character or Monster while holding the command key down will display the combat information block for that character or Monster.

Area of effect for spells

- 1) Area Spells: Spells that cover larger areas at higher Power Levels.
- 2) Multi Target: Spells that allow the caster to select one target per Power Level of the spell.
- 3) Self: These spells affect the spell caster only, and do not allow the caster to select targets.
- 4) Ray: Spells that travel in a line from the caster to the target, and which will affect any creature that lies in between the two.
- 5) Fixed: These spells cover a fixed area regardless of the Power Level.
- 6) Rotating: Spells with a fixed size but the caster can rotate the area of affect by pressing the return key on the keyboard during targeting.
- 7) Touch: These spells affect only targets that the character can touch or is adjacent to.
- 8) Open Area: These spells affect an open area only, not creatures. Example - The spell 'Summon Monster' must be cast into an open area for the monsters to materialize in.
- 9) Friend: These spells will affect everyone that is friendly to the spell caster.
- 10) Enemy: These spells will affect everyone that is hostile to the spell caster.
- 11) Special: These spells have a special area of affect that may change according to the spell. Example - Repulsive Bubble affects all squares adjacent to the caster, but not the caster.
- 12) Single: These spells will affect a single target.
- 13) Party: These spells will affect the party as a whole. These spells are not combat spells but rather general spells used during the adventure. i.e. Fly, Water Breathing,

Feather Fall etc...

**Spell Damage** Spells do many different things, but many have the sole purpose of causing physical damage to the target. The different types of damage caused by spells can be broken down into eight categories, plus a 'special' category.

**Heat:** Spells that create heat or flame.

**Cold:** Spells that remove heat from a area.

**Electrical:** Spells that produce electricity.

**Chemical:** Spells that produce a caustic substance.

**Mental:** Spells that attack the mind.

**Magical:** Spells that use arcane powers to cause damage.

**Physical:** Spells that cause damage by physical means such as crushing or cutting.

**Charm:** Spells that attempt to tinker with the workings of the mind without actually harming the mind.

**Special:** Spells that do not cause physical damage, but rather attempt to impart a physical condition such as Flesh to Stone, Entangle, etc...

Note: Some spells such as Plane of Force or Plane of Flame can be rotated to different orientations. The cursor will become a rotating arrow to signify that the spell can be rotated. To rotate the spell through it's different orientations, simply press the return key.

## Scrolls

**Using Scroll Cases:** To use a scroll case click on the scroll button when it appears. This button will only appear when the selected character can use a scroll. Scroll cases must be equipped to use. To cast a spell from the scroll case, click on the name of the scroll. Scroll cases have a maximum capacity of 5 scrolls.

**Using Scrolls:** To use a solitary scroll, i.e. one that is not inside a scroll case, you must USE that item from within the items screen. Scrolls that you find or purchase CANNOT be inserted into a scroll case. Rogues, Crusaders, Sorcerers, Priests and Enchanters can all use any scroll they find.

**Making Scrolls:** While in camp, characters who can cast spells can create scrolls by clicking on the create scroll button. These scrolls will be added to the scroll case that the character has equipped. They cannot be removed or traded as individual scrolls once created.

OTE: This button will only appear when the selected character has a piece of parchment, and a scroll case equipped, and is capable of casting spells.

NOTE: To create a scroll, the caster must expend twice the normal spell points required to cast the spell.

**Casting spells during an encounter** From time to time the party will be involved in special encounters that may require them to cast a certain spell in order to complete a task. Many of these spells may have no visible effect when cast at any other time. It is for these special cases that many of the spells exist. HINT: As an example, if you enter the library in the City of Bywater and cast the spell 'Detect Magic', it will reveal a special book that is on the shelves. It is in this type of encounter that many spells may be used to find new and interesting ways to solve puzzles.

Note: Be warned, however, that one cannot account for all the possible results of each spell being cast in every situation. Some spells that may seem like they should have some desired result in a given situation, may have no result at all. Even Realmz has its programming limitations.

**Defining spells for quick casting** To define a spell for quick casting, bring up the casting dialog by clicking on the SPELLS button. Select the spell and power level of the spell you wish to assign to a key combination. Once you are happy with your choice, type Command - # where # is a number on the keyboard from 1 through 9. The 0 (Zero) key is automatically defined as the last spell cast by that character. NOTE: You can't use the number keys on the keypad, you must use the row of numbers along the top of the keyboard.



This will assign that spell to that Command # combination. To view which spells are already assigned, simply type the number on the keyboard without the command key down. The current spell defined for that slot will be displayed if you are in the main screen. If you're in the spell casting screen, it will select that spell.

**Quick Casting Of Spells** To cast any spell that has been previously defined, simply press the command key and the number on the keyboard for the spell you wish to cast. i.e. If you have defined Command-3 to be a power level 7 SHINE spell, just press Command-3 and POOF, light!

To view the defined spells of any character, just type the number key without the command key and the name and power level of the spell will be displayed on the screen.

If at any time you can't cast the spell requested either due to timing restrictions, lack of spell points or some other reason, you will get an error sound and nothing will happen.

**Spell Casting In Camp** Any allies with the party can be affected by spells while in camp under certain conditions. If you cast an area spell, they will be affected. If you cast a spell that affects all friends, they will be affected. If you cast a spell that increases the number of targets as the power level goes up, they will ALL be affected if you cast it at a power level 1 greater than the number of party members you have. i.e. If you have 6 members in your party and you cast a power level 6 Invisible skin, only the 6 party members will be affected. If you cast it at power level 7, ALL of the allies will also be affected no matter how many you have.