

Realmz Spell List

This is a semi-complete list of spells as they are used in Realmz. This section only describes spells that do NOT cause damage in combat.

This is a text only version. If you can open a "Microsoft Word" document, you may want to examine the file "Realmz spell list (Word Format)" as it contains charts that give you more specific information.

First Level Sorcerer Spells:

Discover Magic: This spell will reveal all items that have magical properties. It can be cast during combat or while collecting treasure. It will not give specific information about magical items.

Enchanted Blade: Will cause the target to cause more damage during combat. The target does not need to possess a weapon. It will cause even those that are using their bare hands to cause more damage.

Free Fall: Will allow the party or individuals to descend a long distance without taking damage.

Identify Objects: This spell will reveal specific information on a group of items. Casting it while in the items screen will cause the true nature to be revealed of all items on that character. This will not detect if an item is cursed so beware.

Leap: Allows the party to leap over large objects.

Open Lock: Will open a lock. This spell will not always work. It depends on the complexity of the lock and the power level of the spell as you cast it.

Shine: Will cause a magical flame to illuminate dark areas.

Sparkling Armor: Protection against physical attacks.

Superfly: Allows the party to perform amazing acrobatic acts..

Second Level Sorcerer Spells:

Discover Secret: Increases the chance the party will detect a secret area.

Dig Hole: Creates a magical hole in the ground..

Invisible Skin: Makes a magical skin around the targets. Those wearing the magical skin are invisible. Invisible creatures can move away from enemies during combat without the penalty of being attacked.

Itching Skin: Decreases the ability of the target to hit during combat.

Hover: Allows the party to hover or float over a pit or chasm.

Limited Phase: Allows the caster to teleport during combat. The characters move is over after teleporting.

Protection from Foe: Makes the target more difficult to hit for enemy creatures.

Third Level Sorcerer Spells:

Arcanic Bubble: Allows the target to absorb spell points from spells that affect the target.

Destroy Magic: Removes all non-permanent magical effects on the target during combat.

Fantastic Wings: Each person in the party will sprout magical wings that will allow them to fly for a short time.

Adrenalin: This spell will add a magical substance to the bloodstream. All those affected will move faster and have more actions per round than normal.

Magic Screen I: Renders the targets completely immune to 1st level spells.

Slug: This spell will add a magical substance to the bloodstream. All those affected will move slower and have fewer actions per round than normal.

Waterworld: Will create a temporary bubble around the party. By force of will they can cause the bubble to move through water as if it could swim.

Fourth Level Sorcerer Spells:

Improved Arcanic Bubble: Same as Arcanic Bubble with improved targeting options.

Magic Screen II: Renders the targets completely immune to 2nd level spells.

Magic Shield: Renders the targets completely immune to 2nd level spells.

Minor Attack Deflector: Causes all physical attacks to be reflected and be inflicted on the attacker 33% of the time.

Power Drain: Causes the target to lose spell points.

Power Surge: Causes the target to gain spell points.

Remove Item: Removes all cursed items from the body of the target.

Silence: Affected targets will be unable to cast spells during combat due to a magical blockage placed on the vocal cords of the affected.

Sleepwalk: Will reduce the level of fatigue for the party.

Fifth Level Sorcerer Spells:

Phase: Allows the caster to teleport during combat while still allowing him to perform some action. The action must be physical. No spell casting can be performed after phasing.

Charm Foe: Affected targets will change their allegiance to that of the caster, thus fighting for the caster instead of against.

Heal Small Wounds: Heals damage.

Magic Screen III: Renders the targets completely immune to 3rd level spells.

Minor Spell Deflector: Spells cast on those affected by this spell will reflect and affect the caster instead 33% of the time.

Creature Summon 1: Will cause creatures to appear from the void and fight for the caster during battle.

Power Gather: Will cause the target to accumulate spell points at an accelerated rate.

Power Wither: Will cause the affected targets to lose spell points each round during combat.

Wizard Eye: Allows the caster to see through walls. It will also let you see a TOP-DOWN view of all 3D only areas..

Sixth Level Sorcerer Spells:

Major Charm Foe: Same as Charm Foe but with better targeting.

Heal Medium Wounds: Heals damage.

Fearful Thoughts: Causes those affected to run away during battle for a short time.

Magic Screen IV: Renders the targets completely immune to 4th level spells.

Major Attack Deflector: Improved target options for Attack Deflector.

Creature Summon 2: Summons stronger creatures than CS 1.

Shape Earth: Moves lots of dirt.

Thought Lace: Increases the parties resistance to Charm spells.

Seventh Level Sorcerer Spells:

Heal Major Wounds: Heals damage.

Magic Screen V: Renders the targets completely immune to 5th level spells.

Major Spell Deflector: Improved targeting options for spell deflector.

Multi Mutiny: Those affected will change alligance and fight for the caster.

Multi Invisible Skin: Allows the caster to encase everyone within a large area in magical skins that make them invisible.

Multi Sandman: Causes everyone in a large area to DRVs Mental or fall asleep.

Creature Summon 3: Summons stronger creatures than CS 2.

irst Level Priest/Crusader Spells:

Magic Aura: Those affected will be harder to hit in battle and will hit their own targets more often.

Heal Small Wounds: Heals damage.

Discover Magic: Will reveal during combat or during treasure collection if items are magical in nature.

Fearful Thoughts: Those that do not DRVs Mental will run away during combat for a short time.

Free Fall: Allows the party to descend down pits and cliffs without taking damage.

Soul Bind: Those that do not DRVs Caster will be held in place and be helpless.

Shine: Creates a magical flame that will illuminate dark areas.

Protection From Cold: Reduces damage taken by cold based spells by 1/2.

Protection From Heat: Reduces damage taken by heat based spells by 1/2.

Vorpal Plate: Will make those affected harder to hit in battle.

Second Level Priest/Crusader Spells:

Charm Foe: Those that do not resist will change alliance to that of the caster.

Heal Blindness: Cures Blindness.

Heal Disease: Cures Disease.

Heal Poison: Cures Poison.

Heal Serious Wounds: Heals damage.

Discover Secret: Will increase the parties chance of finding secret or hidden areas.

Dumb Struck: Those struck dumb will not be able to cast spells.

Invisible Skin: Will cuase target to grow a second skin that will cause them

to become invisible. Invisible character's or monsters can move away from enemies without being attacked from behind.

Itching Skin: Those affected will have a reduced chance to hit their opponent during combat.

Shield From Projectiles: Those affected will be immune to normal missiles such as arrows, darts, etc...

Silence: Will cause all those in an area who do not resist to have a magical block placed in their throats. Those affected cannot cast spells.

Super Brawn: Those affected will have an increased chance to hit during combat and the damage done will be increased.

Third Level Priest/Crusader Spells:

Confuse: Those affected will do one of several things each round they are affected. They may run away, attack friends or foe or they may just stand around in total dismay for that round.

Destroy Magic: This spell will remove all non-permanent spell affects on those it is cast on.

Limited Phase: Allows the caster to teleport during combat. The casters round will end after teleporting.

Minor Attack Deflector: Causes all physical attacks to be reflected and do damage to the attacker 33% of the time.

Protection From Electrical: Reduces all damage done by electrical bases attacks to be reduced by 1/2.

Psi Shield: Reduces all damage done by mental bases attacks to be reduced by 1/2.

Remove Items: Removes all cursed items from the body of the target.

Sandman: Causes those that do not DRVs Mental to fall asleep and be helpless.

Slug: This spell will add a magical substance to the bloodstream. All those affected will move slower and have fewer actions per round than normal.

Vorpal Shield: Reduces damage taken by those affected by 5pts per attack. Any attack will still do at least 1 point of damage.

Fourth Level Priest/Crusader Spells:

Puppet Master: Will cause dead character to become animated. They will not gain any victory points while animated and cannot use spells or missile weapons.

Cause Blindness: Will blind those that do not resist. This will greatly hinder them during combat.

Heal Major Wounds: Heals damage.

Tangle Weed: Will cause magical tendrils to entangle anyone moving in an area thus removing their movement.

Fearful Thoughts: Those that do not DRVs Mental will run away during combat for a short time.

Sphere of Protection: Will cause the caster to be immune to spells up to the fourth level.

Adrenalin: This spell will add a magical substance to the bloodstream. All those affected will move faster and have more actions per round than normal.

Major Soul Bind: Same as Soul Bind but will affect more creatures.

Minor Spell Deflector: Will cause spell affects to be reflected and affect the caster 33% of the time.

Poison: Poisons those that do not DRVs Chemical.

Protection From Foe: Will make those affected more difficult to hit in combat by the enemy.

Fifth Level Priest/Crusader Spells:

Phase: Same as Limited Phase, only the caster will be able to perform some physical action afterward. No spells can be cast from memory after phasing.

Major Charm Foe: Same as Charm Foe but with better targeting.

Heal: Heals damage.

Disease: Will cause those affected to be diseased and take damage until a Heal Disease spell is cast on them.

Enchanted Blades: This will cause those affected to do more damage in combat. It is not necessary to have a weapon to gain this benefit. Even those that use their bare hands will do more damage.

Plague: This will cause bugs, snakes, frogs, rats and any other nearby vermin to well up and attack anything in sight.

Major Attack Deflector: Same as Minor Attack Deflector but with improved targeting ability.

Multi Invisible Skin: Will cause those over a large area to grow a second skin. This skin will turn them invisible.

Hands to Clay: Will allow the target to push stone around as if it were only clay.

Paralyzing Wall: Will create a wall of stunning magic that will paralyze those that do not resist.

Sixth Level Priest/Crusader Spells:

Statue: Will cause the flesh of the target to turn to solid stone. This will kill any creature. The only way to bring back a character from this condition is to have Flesh cast on them.

Major Spell Deflector: Same as Minor Spell Deflector, but with improved targeting abilities.

Minor Summon: Will summon creatures from the great void to do battle for the caster during combat.

Watergate: Will form an air bubble around the party. By force of will they can navigate the bubble as if it could swim in the water.

Revive Dead: Will resurrect a dead character.

Weakness: Drains a large amount of spell points from the target.

Flesh: Will turn any character that was turned to stone back into flesh and blood.

Teleport Party: Will allow the party to teleport to a specific area. This spell can only be used in special encounters.

Seventh Level Priest/Crusader Spells:

Improved Arcanic Bubble: The same as Arcanic Bubble but with improved targeting.

Improved Power Drain: The same as Power Drain but with improved targeting.

Major Summons: Same as Minor Summons but will summon stronger creatures.

Multi Mutiny: Will cause creatures over a wide area to be friendly to the caster.

Power Drain: Will drain the target of a massive amount of spell points.

Stun: Will cause the target to become helpless.

Regenerate Stamina: Will cause those affected to regain stamina during combat. This spell will also work on those with elven blood.

Sentry: When Sentry is in effect the party will not be surprised by random battles. However, special battles/encounters will still be activated.

Spirit Drain: Will cause the target to lose a large amount of spell points every combat round.

First Level Enchanter Spells:

Ogre Hide: Those affected will have physical damage reduced by 5 points/attack. Any successful attack will still do at least 1 point of damage.

Discover Magic: Will show if any objects worn by enemies or objects during the collection of treasure are magical in nature.

Enchanted Blade: Will cause those affected to do more damage in combat. Those affected do not need to have a weapon in order to receive this benefit.

Shrink Foe: Will make those affected easier to hit in combat.

Limited Phase: Will allow the caster to teleport during combat. The casters turn will be over after phasing.

Chemical Protection: Halves all damage from chemical based attack against them reduced by 1/2.

Electrical Protection: Halves all damage from electrical based attack against them reduced by 1/2.

Silence: Those affected will not be able to cast spells due to a magical barrier in the throat.

Voiceover: The caster can throw his voice thus causing a diversion of sorts.

Splinters: The caster can cause a limited amount of wood to shatter into thousands of small splinters.

Second Level Enchanter Spells:

Heal Blindness: Cures blindness.

Daze: Will cause those affected to do one of several things. They may attack their enemies, their friends, or run away.

Discover Secret: Will increase the parties chance of discovering secret areas.

Creature Summon I: Will summon creatures from the void to fight for the caster during battle.

Noxious Cloud: Will cause a cloud of noxious vapor to appear. Those that enter and do not resist will become helpless.

Dragon Hide: All those affected will have their skin transformed into dragon hide. This new skin will absorb damage.

Vorpal Plate: Will make those affected harder to hit in combat.

Third Level Enchanter Spells:

Arcanic Bubble: Will allow the caster to absorb spell points from magical attacks that affect the caster. The caster will still be subject to the affects of these attacks.

Phase: Allows the caster to teleport during battle. The caster will still be able to perform some type of physical action after teleporting such as attacking with a weapon.

Enchanted Blades: The same as enchanted blade but with improved targeting capabilities.

Identify Objects: This spell will reveal specific information on a group of items. Casting it while in the items screen will cause the true nature to be revealed of items on that character. This will not detect if an item is cursed so beware.

Creature Summon 2: Will summon more powerful creatures than Creature Summon 1.

Power Drain: Will drain spell points from the target.

Power Surge: Will infuse the target with additional spell points.

Hands to Clay: Will allow the caster to shape stone as if it were made from clay.

Fourth Level Enchanter Spells:

Statue: Will cause the flesh of the target to turn to solid stone. This will kill any creature. The only way to bring back a character from this condition is to have Flesh cast on them.

Major Vorpal Plate: Similar to Vorpal Plate but with improved targeting capabilities.

Mind Blank: Will cause the target to forget any spells they know making it impossible for them to cast spells.

Minor Attack Deflector: Will cause physical attacks to be reflected back and do damage on the attacker.

Creature Summon 3: Will summon more powerful creatures than Creature Summon 2.

Fantastic Wings: Each person in the party will sprout magical wings that will allow them to fly for a short time.

Flesh: Will cause petrified characters to return to a fleshy state.

Speak Language: Will allow the caster to converse with creatures who they otherwise would not be able. It also allows the caster to read any written language.

Warmth: Will reduce damage taken from cold based attacks by 1/2.

Fifth Level Enchanter Spells:

Discover Invisibility: Allows those affected to see invisible creatures thus gaining an attack on those that attempt to break combat and move away.

Destroy Magic: Will eliminate any non-permanent magic affecting the targets.

Fearful Thoughts: Those that do not DRVs Mental will run away during combat for a short time.

Minor Spell Deflector: Will cause all spell based attacks to be reflected back at the caster 33% of the time.

Missile Screen: Will render those affected immune to all types of missiles. i.e. Arrows, Rocks, Darts, Throwing Stars etc....

Creature Summon 4: Will summon more powerful creatures than Creature Summon 3.

Power Gather: Those affected will gain spell points at an increased rate.

Power Wither: Those affected will lose spell points over time.

Sixth Level Enchanter Spells:

Puppet Master: Will restore a dead character to 1/10th of their maximum hit points. These characters are not truly alive but in a state of animation. They will not gain any Victory Points nor can they cast spells or use missile

weapons.

Charm Foe: Creatures that do not resist will become friendly to the caster and fight for them during combat. The party will gain no Victory Points for any creatures that are charmed at the end of a battle.

Disarm Trap: This is a duel function spell. It both disarms traps and opens locks. The higher the power level the better the chance of success. Even if the disarm trap portion fails the spell may still open the lock. Each portion of the spell is determined separately.

Major Attack Deflector: Similar to Minor Attack Deflector but with improved targeting capabilities.

Creature Summon 5: Will summon more powerful creatures than Creature Summon 4.

Poison Cloud: Will cause DEATH if creature does not resist. If creature DOES DRVs Chemical, then it only does 1-2 X Power Level damage. Chance for creature to resist is their normal DRVs Chem + 35% - (5% X Power Level).

Transmute Other: This spell will cause an enemy that does not resist to be transformed into some other type of creature. Beware, the new creature could be considerably weaker or stronger than the original. There is no way to tell.

Sentry: When sentry is in effect the party will not be surprised by random battles.

Seventh Level Enchanter Spells:

Multi Morph Other: Similar to Transmute Other but with improved targeting capabilities.

Major Spell Deflector: Similar to Minor Spell Deflector but with improved targeting capabilities.

Multi Regenerate Stamina: Those affected will regenerate stamina at an accelerate rate. This spell will even affect those of elven blood.

Creature Summon 6: Will summon more powerful creatures than Creature Summon 5.

Revive Dead: This spell will revive a dead character.

Teleport Party: Will allow the party to teleport to a specific location. This spell is only used in special encounters.

Shape Earth: Will allow the caster to move or shift massive amounts of dirt, stone or any other inorganic material.

Paralyzing Wall: Will create a wall of stunning magic that will paralyze any who enter and does not resist.