

## Level 1

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*spell: armour*

*level: 1*

*sp cost: 8      speed: 2.00*

*range: touch      duration: special*

*description: Armour creates a magical field around you which gives you an ac level of  $2 + (\text{level}+2)/3$ , with a maximum of six. This is not additive, so if you are wearing plate mail (ac level of 5) and your armour spell gives you an ac level of 4, you receive no benefit. Armour is additive with all the supplementary forms of armour (shields, helmets, bracers) however. The duration is semi-permanent, which means that it lasts until the next semi-permanent spell effect is cast upon the character.*

*spell: burning hands*

*level: 1*

*sp cost: 5      speed: 0.50*

*range: 5      duration: instant*

*description: Shoots forth a cone of fire which does 8 hp of fire damage/rnd to creatures within the cone.*

*spell: magic bullet*

*level: 1*

*sp cost: 1      speed: 0.30*

*range: special      duration: instant*

*description: Creates and hurls magical bullet in a single direction which does 6 points of physical damage upon impact.*

*spell: magic missile*

*level: 1*

*sp cost: 2      speed: 0.50*

*range: special      duration: instant*

*description: Creates a magical projectile which homes in on enemies causing 4 hp of magical damage upon impact.*

*prayer: minor healing*

*level: 1*

*sp cost: 4      speed: 2.00*

*range: touch      duration: permanent*

*description: Restores up to 8 hit points.*

*spell: probe*

*level: 1*

*sp cost: 3      speed: 0.20*

*range: 5      duration: instant*

*description: Describes an object with regard to power versus your current level and also describes the current physical condition of the object (excellent shape, weak).*

*spell: slow*

*level: 1*

*sp cost: 5      speed: 0.30*

*range: 5      duration: standard*

*description: Causes affected creatures move extremely slow (speed of 0.05).*

*spell: small fireball*

*level: 1*

*sp cost: 5      speed: 0.50*

*range: special      duration: 6*

*description: Creates a ball of fire which when thrown and detonated does 8 hp of fire damage/rnd.*

*spell: small lightning*

*level: 1*

*sp cost: 5      speed: 0.30*

*range: 12      duration: 8*

*description: Creates a single bolt of lightning which does 3 hp electrical damage/rnd. Lightning will reflect off of walls.*

*prayer: turn undead*

*level: 1*

*sp cost: 2      speed: 0.10*

*range: special      duration: standard*

*description: A cone of fear for undead with a range of (3 + Wisdom bonus) squares.*

*Level 2*

*=====*

*spell: confusion*

*level: 2*

*sp cost: 10      speed: 0.50*

*range: touch      duration: standard*

*description: Confuses the recipient such that he has problems wielding his weapon and walking straight.*

*spell: earth to dust*

*level: 2*

*sp cost: 5      speed: 1.00*

*range: special      duration: permanent*

*description: Destroys earth walls in a radius of (level/3) + 1 squares around the caster.*

*spell: paralyze*

*level: 2*

*sp cost: 5      speed: 0.50*

*range: 5      duration: standard*

*description: Paralyzes affected creatures.*

*prayer: perceive self*

*level: 2*

*sp cost: 5      speed: 0.00*

*range: self      duration: instant*

*description: Describes the caster in terms of armour, special abilities (reflect missiles, reflect spells, ...), and current protections and immunities.*

*spell: poison cloud*

*level: 2*

*sp cost: 5      speed: 1.00*

*range: special      duration: 10*

*description: Creates a gaseous ball that explodes on impact to form a cloud of poisonous gas which does 1 hp of poison damage/rnd and posions those exposed to the gas such that they continue to take damage (due to poison in their system) after they have emerged from the gas cloud.*

*spell: strength*

*level: 2*

*sp cost: 10      speed: 2.00*

*range: touch      duration: special*

*description: Temporarily increases the recipient's Strength (Str.) by at least one point and boots it*

by one point for every two points their strength is less than 20. The spell lasts for the standard duration or until another change attribute or protection spell is cast upon the recipient.

spell: summon golem

level: 2

sp cost: 5      speed: 1.00

range: 1      duration: special

description: Summons golem to fight for you. The golem will remain until it is destroyed or until you summon a type of elemental.

spell: summon pet monster

level: 2

sp cost: 5      speed: 1.00

range: 1      duration: special

description: Summons up to five friendly monsters to fight for you. Monsters remain your friend until either they or you are killed. It is rumored that some summoned creatures temporarily increase the summoner's sp.

The types of monsters summoned are:

character class

possible monsters

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mage

bat, spider, stalker, beholder, dark elf

priest

bee, killer bee, devil, angel, panther

all others

bird, pixie, skeleton, skull, vampire

Level 3

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spell: charisma

level: 3

sp cost: 12      speed: 2.00

range: touch      duration: special

description: Temporarily increases the recipient's Charisma (Cha.) by at least one point and boots it by one point for every two points their charisma is less than 20. The spell lasts for the standard duration or until another change attribute or protection spell is cast upon the recipient.

prayer: create food

level: 3

sp cost: 5      speed: 2.00

range: 1      duration: permanent

description: Creates one food in a space adjacent to the caster.

spell: dexterity

level: 3

sp cost: 12      speed: 2.00

range: touch      duration: special

description: Temporarily increases the recipient's Dexterity (Dex.) by at least one point and boots it by one point for every two points their dexterity is less than 20. The spell lasts for the standard duration or until another change attribute or protection spell is cast upon the recipient.

spell: medium fireball

level: 3

sp cost: 8      speed: 0.70

range: special      duration: 10

description: Creates a ball of fire which when thrown and detonated does 8 hp of fire damage/rnd.

*prayer: protection from cold*

*level: 3*

*sp cost: 15      speed: 1.00*

*range: touch      duration: special*

*description: Protects recipient from cold so well, that they only take 1/2 damage from cold based attacks.*

*Level 4*

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*spell: constitution*

*level: 4*

*sp cost: 15      speed: 2.00*

*range: touch      duration: special*

*description: Temporarily increases the recipient's Constitution (Con.) by at least one point and boots it by one point for every two points their constitution is less than 20. The spell lasts for the standard duration or until another change attribute or protection spell is cast upon the recipient.*

*spell: create earth wall*

*level: 4*

*sp cost: 6      speed: 1.00*

*range: 1      duration: permanent*

*description: Creates a destructable earthen wall.*

*spell: fear*

*level: 4*

*sp cost: 6      speed: 0.20*

*range: 4      duration: standard*

*description: Invokes such fear within individuals that they run away at top speed from you!*

*prayer: holy word*

*level: 4*

*sp cost: 6      speed: 0.30*

*range: special      duration: instant*

*description: This spell is an improvement of Turn Undead which not only turns undead, but it will also causes 3 hp/rnd. The range of the cone covers (2 + Wisdom bonus) squares.*

*spell: icestorm*

*level: 4*

*sp cost: 7      speed: 0.50*

*range: 6      duration: instant*

*description: Creates a cone of frost which does 4 hp of cold damage/rnd.*

*spell: large bullet*

*level: 4*

*sp cost: 3      speed: 0.50*

*range: special      duration: instant*

*description: Creates and hurls large magical bullet in a single direction which does 25 points of physical damage upon impact.*

*spell: large lightning*

*level: 4*

*sp cost: 8      speed: 0.60*

*range: 24      duration: 16*

*description: Creates a single bolt of lightning which does 3 hp electrical damage/rnd. Lightning will reflect off of walls.*

*prayer: medium healing*  
level: 4  
sp cost: 7      speed: 3.00  
range: touch      duration: permanent  
description: Restores up to 21 hit points.

*prayer: protection from electricity*  
level: 4  
sp cost: 15      speed: 1.00  
range: touch      duration: special  
description: Protects recipient from electricity so well, that they only take 1/2 damage from electrical attacks.

Level 5  
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*spell: large fireball*  
level: 5  
sp cost: 13      speed: 1.00  
range: special      duration: 14  
description: Creates a ball of fire which when thrown and detonated does 8 hp of fire damage/rnd.

*spell: magic mapping*  
level: 5  
sp cost: 15      speed: 1.00  
range: self      duration: instant  
description: Shows complete map of level.

*prayer: protection from fire*  
level: 5  
sp cost: 20      speed: 1.00  
range: touch      duration: special  
description: Protects recipient from fire so well, that they only take 1/2 damage from fire attacks.

*spell: summon earth elemental*  
level: 5  
sp cost: 15      speed: 1.00  
range: 1      duration: special  
description: Summons earth elemental to fight for you. The earth elemental will remain until it is destroyed or until you summon another type of elemental or golem.

Level 6  
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*spell: create bomb*  
level: 6  
sp cost: 20      speed: 1.00  
range: 1      duration: special  
description: Creates a short fuse bomb which detonates 8 rounds after creation in a 4 square radius doing 5 hp of physical damage. Shards of the bomb project forth until they strike a barrier.

*spell: create fire wall*  
level: 6  
sp cost: 5      speed: 1.00  
range: 1      duration: special  
description: Creates a wall of fire lasting (200 + 10\*caster's level) rounds that does 1 hp fire damage/rnd.

*Creatures will not walk through this wall.*

*spell: improved invisibility*

*level: 6*

*sp cost: 15      speed: 1.00*

*range: touch      duration: standard*

*description: This spell is an improvement of Invisibility in that the recipient will stay invisible even if he attacks something. The spell can be cast multiple times to increase the duration, but the duration will not exceed 1000 rounds.*

*spell: invisible*

*level: 6*

*sp cost: 25      speed: 0.50*

*range: touch      duration: standard*

*description: Recipient becomes invisible and remains so until the spell wears off or until the recipient attacks a creature.*

*spell: levitate*

*level: 6*

*sp cost: 10      speed: 1.00*

*range: touch      duration: standard*

*description: Recipient floats several inches above the floor, thus making it impossible to pick up items, trigger levers or buttons, or use exits (including doors and stairs).*

*prayer: protection from poison*

*level: 6*

*sp cost: 20      speed: 1.00*

*range: touch      duration: special*

*description: Protects recipient from electricity so well, that they only take 1/2 damage from electrical attacks.*

*spell: summon water elemental*

*level: 6*

*sp cost: 15      speed: 1.00*

*range: 1      duration: special*

*description: Summons water elemental to fight for you. The water elemental will remain until it is destroyed or until you summon another type of elemental or golem.*

*Level 7*

*=====*

*spell: mass confusion*

*level: 7*

*sp cost: 20      speed: 0.70*

*range: 5      duration: standard*

*description: A wave of confusion on a large scale.*

*prayer: protection from slow*

*level: 7*

*sp cost: 20      speed: 1.00*

*range: touch      duration: special*

*description: Protects recipient from slowness, giving them a +5 bonus to their saving throw against slow attacks.*

*spell: summon air elemental*

*level: 7*

sp cost: 20      speed: 1.00  
range: 1      duration: special  
description: *Summons air elemental to fight for you. The air elemental will remain until it is destroyed or until you summon another type of elemental or golem.*

Level 8

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spell: create frost wall  
level: 8  
sp cost: 8      speed: 1.00  
range: 1      duration: special  
description: *Creates a wall of frost lasting (160 + 10\*caster's level) rounds that does 1 hp of cold damage/rnd. Creatures will not walk through this wall.*

prayer: major healing  
level: 8  
sp cost: 10      speed: 5.00  
range: touch      duration: permanent  
description: *Restores up to 27 hit points.*

prayer: protection from paralysis  
level: 8  
sp cost: 20      speed: 1.00  
range: touch      duration: special  
description: *Protects recipient from electricity, giving them a +5 bonus to their saving throw against paralysis attacks.*

spell: summon fire elemental  
level: 8  
sp cost: 25      speed: 1.00  
range: 1      duration: special  
description: *Summons fire elemental to fight for you. The fire elemental will remain until it is destroyed or until you summon another type of elemental or golem.*

Level 9

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prayer: invisible to undead  
level: 9  
sp cost: 35      speed: 1.00  
range: touch      duration: standard  
description: *Recipient becomes invisible to undead and remains so until the spell wears off or until the recipient attacks a creature.*

prayer: protection from draining  
level: 9  
sp cost: 25      speed: 1.00  
range: touch      duration: special  
description: *Protects recipient from undead life drain so well, that they lose life at only 1/2 the speed from such life draining attacks.*

Level 10

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spell: cancellation

level: 10

sp cost: 30      speed: 1.00

range: special      duration: permanent

*description: Creates a web of energy which when thrown removes magical bonuses from objects (weapons, armour) in it's path.*

spell: charging

level: 10

sp cost: 200      speed: 2.00

range: caster      duration: permanent

*description: Recharges the wand currently readied by the caster. There is a chance that the wand will explode if it is overcharged.*

spell: dimension door

level: 10

sp cost: 25      speed: 1.00

range: 5      duration: caster

*description: Teleports caster several squares, in a direction of his choosing.*

prayer: heal

level: 10

sp cost: 50      speed: 9.00

range: touch      duration: permanent

*description: Restores all lost hit points; will not cure poison or disease.*

prayer: protection from magic

level: 10

sp cost: 30      speed: 3.00

range: touch      duration: special

*description: Protects recipient from magic, giving them a +5 bonus to their saving throw against magical attacks.*

Level 13

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prayer: protection from attack

level: 13

sp cost: 50      speed: 5.00

range: touch      duration: special

*description: Protects recipient from physical attack so well, that they only take 1/2 damage from physical based attacks.*

Level 15

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prayer: word of recall

level: 15

sp cost: 40      speed: 3.00

range: self      duration: special

*description: Teleports caster back to starting map shortly after casting.*

Level 18

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spell: destruction



*level: 18*

*sp cost: 20      speed: 0.20*

*range: special      duration: instant*

*description: Does 5+Int dmg to every creature on level.*