

Section 8: Mage Spells:

These are the spells available to your mages. A character starts with the first three levels of spells automatically. The higher level spells must be found or bought.

PCs can cast spells on other PCs regardless of the distance between them. Hostile spells, on the other hand, can only affect monsters sufficiently nearby. When a spell's name is followed by R and a number in parenthesis, the number is the maximum distance between the target and the caster for the spell to work.

Level 1:

Light: Creates a weak light.

Spark: (R 6) Fires a weak bolt of electricity at an enemy.

Minor Haste: Makes the selected PC move faster for a while. Haste spells don't take effect until the beginning of the next round.

Strength: Makes the selected PC more skilled for a short time. Works like the priest

spell 'Bless.'

Scare: (R 6) Decreases the morale of the victim. Casting this on a weak foe will make the foe flee.

Level 2:

Minor Poison: (R 6) Poisons the target creature. This does a fair amount of damage, but it takes time to happen.

Flame: (R 8) Fires a decent-sized bolt of flame at the target. The damage done increases with the level of the caster.

Slow: (R 7) Makes the victim get half its usual number of actions for a while.

Dumbfound: (R 10) Makes the victim incompetent: easier to hit, easier to damage,

and less able to attack you.

Envenom: This spell puts poison on the weapon of the selected PC, with no chance of

failure or accidental poisoning.

Level 3:

Unlock: Some doors are magically locked, and others are just hard to open. This spell will crack them. However, it isn't guaranteed to succeed, and won't work on

all doors.

Haste: Makes the selected PC get twice the usual number of actions for a long time.
Haste spells don't take effect until the beginning of the next round.

Fireball: (R 12) Fires a powerful ball of flame, which affects the target space and

every space adjacent. The damage done increases with the level of the caster.

Long Light: Like the first level light spell, but much more effective.

Fear: (R 10) Like scare, but much more powerful.

Level 4:

Poison: (R 8) This makes poison run thick in the veins of the target. Repeated castings will have a devastating effect.

Ice Bolt: (R 12) Slams the target with a heavy, pointed bolt of ice. Effective against

monsters who are resistant to fire. Damage increases as level of caster increases.

Slow Group: (R 12) Makes all monsters within a 12 space radius move at half speed for a time.

Magic Map: This powerful spell gives you a vision of the entire level. Your map will

show you the entire area. However, to cast this spell requires a sapphire.

Level 5:

Stealth: This powerful spell makes monsters less likely to see you for a time which

depends on your level. Try casting it before walking through a room crowded

with monsters.

Major Haste: Gives the entire party double the actions for a time depending on the

level of the caster. Haste spells don't take effect until the beginning of the next round.

Fire Storm: (R 14) This spell is like fireball, but does more damage, and affects all creatures within two spaces of the space you target. Be careful not to fry your

party!

Dispel Barrier: In some towns, you will find magical barriers blocking you from

certain areas. This spell will remove them. The chance of success starts low, but improves with the caster's level. Some barriers are harder to dispel than others, some cannot be dispelled, and it is rumored some barriers can be walked through.

Level 6:

Major Poison: (R 8) This spell makes the targeted monster very poisoned.

This spell does a lot of damage, but it takes time to take effect.

Group Fear: (R 12) When cast, the caster begins to radiate a horrible aura of fear. All monsters within 12 spaces lose a lot of morale. This spell gains effectiveness rapidly with the level of the caster.

Kill: (R 6) The deadly Kill spell deals a devastating blow to one target you select.

Ravage Enemy: (R 8) Another effective spell. When cast, all monsters within 8 spaces of the caster are slowed and cursed.

Level 7:

Shockwave: A dangerous spell. It sends a wave of force out from the caster, damaging everyone nearby--monsters and PCs. The farther someone is from the caster, the more damage is taken, out to a radius of 10. Don't cast this spell in towns.

Major Blessing: When cast, the entire party is blessed and hasted, and has their weapons mildly poisoned.

Recharge: A spell of many and varied uses. When cast, you select a wand, staff, or rod in your possession, and it gains a charge. Unfortunately, there is a chance of melting the item, which increases with the number of charges already there.

Protection: One of the most powerful spells in the mage's repertoire. It makes the whole party temporarily magic resistant, and makes one PC you select immune to ALL damage for a short time.