

This is a complete list of spells as they are used in Realmz. These spells and what they do are subject to change from time to time as I refine the game and add scenarios.  
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**What do all those funny words and symbols mean in the charts?** Here is a description of each of the fields in the following spell charts:

**When:**        ***Camp*** This spell can be cast in camp. ***Combat*** This spell can be cast in combat.  
***Encounter*** This spell can be cast during an encounter only.

**Duration:**    • This spell is instantaneous or has some other affect that is not dependent on time.

**X** This spell has a duration that will increase by power level. i.e. 2x4 means the spell will last for 2 to 4 rounds per power level that it was cast at.

» This spell has a set duration and will not increase with additional power levels. i.e. 2»4 means the spell will last from 2 to 4 rounds only.

**Target:**        The manner of area that the spell will affect.

**Self:**            This spell affects the caster only.

**Single Target:**    This spell affects a single target only.

**Multi Target:** This spell will affect one target per power level that it is cast.

**Variable Area:**    This spell will affect a area that will grow in size with the increase in power level.

**Ray:**             This spell will affect all those in a path from the caster to the target.

**Fixed Size:**    This spell will affect a fixed size area that will not vary with power level.

**Party:**          This spell will affect the party as a whole. Non-Combat spells only.

**All Enemy:**    This spell will affect all those not friendly to the caster.

**All Friendly:** This spell will affect all those friendly to the caster.

**All Adjacent:**    This spell will affect all PC's and monsters adjacent to the caster.

**Special:**        This spell has a special area of affect.

**Touch:**          The caster must be adjacent to his intended target.

**Rotate:**         This spell has a shape that can be rotated to align to the casters wish. Hit the 'Return' key to rotate.

**Range:**         This shows the range that the spell has in combat.

**X-Power:**            This spell will increase in range for every power level it is cast at.

**Specific Value:**    This spell may be cast at targets that are up to this value away.

**∞:**                This spell has no range limit.

**N/A:**              Range has no meaning for this spell.

The charts below show how many spells the different class can know at increasing experience levels. This information is also in the Realmz Manual.

Magic Users & Enchanters (Shown for PC's with a 16 Intelligence)

Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	3	1	-	-	-	-	-
4	4	2	-	-	-	-	-
5	5	3	1	-	-	-	-
6	6	4	2	-	-	-	-
7	7	5	3	1	-	-	-
8	8	6	4	1	-	-	-
9	9	7	5	2	1	-	-
10	10	8	6	3	1	-	-
11	11	9	7	3	2	1	-
12	12	9	8	4	3	2	-
13	12	10	8	4	3	2	1
14	12	10	9	5	4	3	1
15	12	11	9	5	4	3	2
16	12	11	9	6	5	4	2
17	12	11	10	6	5	4	3
18	12	12	10	7	6	5	3
19	12	12	11	7	6	5	4
20	12	12	11	8	6	6	4
21	12	12	11	8	7	6	5
22	12	12	11	9	7	7	5
23	12	12	11	9	8	7	6
24	12	12	12	10	8	8	6
25	12	12	12	10	9	9	7
26	12	12	12	11	9	9	8
27	12	12	12	11	10	10	9
28	12	12	12	12	10	10	10
29	12	12	12	12	11	11	11
30	12	12	12	12	12	12	12

PC's with an Intelligence above 16 learn @:  
with 17 Intelligence as one level higher than shown.  
with 18 Intelligence as two levels higher than shown. etc.....

Clerics (Shown for PC's with a 16 Wisdom)

Level	Spell Level						
	1	2	3	4	5	6	7
1	12	-	-	-	-	-	-
2	12	-	-	-	-	-	-
3	12	-	-	-	-	-	-
4	12	12	-	-	-	-	-
5	12	12	-	-	-	-	-
6	12	12	-	-	-	-	-
7	12	12	12	-	-	-	-
8	12	12	12	-	-	-	-
9	12	12	12	-	-	-	-
10	12	12	12	12	-	-	-
11	12	12	12	12	-	-	-
12	12	12	12	12	-	-	-
13	12	12	12	12	12	-	-
14	12	12	12	12	12	-	-
15	12	12	12	12	12	-	-
16	12	12	12	12	12	12	-
17	12	12	12	12	12	12	-
18	12	12	12	12	12	12	-
19	12	12	12	12	12	12	12

Paladins (Shown for PC's with a 16 Wisdom)

Level	Spell Level						
	1	2	3	4	5	6	7
7	12	-	-	-	-	-	-
8	12	-	-	-	-	-	-
9	12	-	-	-	-	-	-
10	12	12	-	-	-	-	-
11	12	12	-	-	-	-	-
12	12	12	-	-	-	-	-
13	12	12	12	-	-	-	-
14	12	12	12	-	-	-	-
15	12	12	12	-	-	-	-
16 (Max)	12	12	12	12	-	-	-

Clerics and Paladins with a Wisdom above 16 learn @:  
with 17 Wisdom as one level higher than shown.

with 18 Wisdom as two levels higher than shown. etc.....					
<b>First Level Magic User Spells</b>					
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT
Burning Hands	Combat	•	Touch	1	NO
Chill	Combat	•	Fixed Size	7	YES
Detect Magic	Combat/Camp	3 » 7	Variable Size	15	NO
Enchanted Blade	Combat/Camp	1 x 1	Single Target	5	YES
Feather Fall	Camp	2 x 4	Special	N/A	NO
Identify	Camp	Permanent	Special	N/A	NO
Jump	Encounter	•	Special	N/A	NO
Knock	Encounter	•	Special	N/A	NO
Light	Camp	30 x 30	Special	N/A	NO
Magic Missile	Combat	•	Multi Target	15	YES
Shield	Combat/Camp	1 x 1	Self	0	NO
Spider Climb	Encounter	•	Special	N/A	NO

<b>Second Level Magic User Spells</b>					
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT
Detect Secret	Encounter	10 x 30	Party	N/A	NO
Dig	Encounter	•	Special	∞	NO
Flame Spikes	Combat	•	All Enemy	∞	NO
Frozen Palm	Combat	•	Touch	1	NO
Invisibility	Combat/Camp	4 » 10	Multi Target	6	NO
Itching Skin	Combat	1 x 3	All Enemy	∞	NO
Levitate	Encounter	5 x 10	Party	N/A	NO
Limited Blink	Combat	•	Special	2X - Power	NO
Magic Grip	Combat	•	Touch	1	NO
Protection From Evil	Combat/Camp	2 » 5	Multi Target	5	NO
Scorched Earth	Combat	•	Ray	2X - Power	YES
Shiver	Combat	•	All Enemy	∞	NO

<b>Third Level Magic User Spells</b>					
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT
Arcanic Bubble	Combat/Camp	1 x 2	Self	0	NO
Deep Freeze	Combat	•	Ray	10	NO
Dispel Magic	Combat/Camp	•	Multi Target	10	NO
Fire Ball	Combat	•	Variable Size	15	YES
Fly	Encounter	•	Special	∞	NO

Haste	Combat/Camp	1	x	2	Fixed Size	4	YES	
Major Fumble	Combat		•		Variable Size	10	YES	
Magic Screen I	Combat/Camp	2	»	8	Multi Target	5	NO	
Radiate	Combat		•		All Adjacent	0	NO	
Slow	Combat	1	x	2	Fixed Size	10	NO	
Wall Of Force	Combat	1	»	4	Rotate	10	YES	
Water Breathing	Encounter	10	x	20	Party	∞	NO	

Fourth Level Magic User Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Cosmic Blast	Combat	•	All Enemy	∞	NO	
Flame Tongue	Combat	•	Ray	2X - Power	YES	
Improved Arcanic Bubble	Combat/Camp	2 » 6	Multi Target	4	YES	
Tounges	Encounter	•	Special	∞	NO	
Magic Screen II	Combat/Camp	2 » 8	Multi Target	5	YES	
Magic Shield	Combat/Camp	1 x 2	All Adjacent	0	NO	
Minor Attack Deflector	Combat/Camp	1 x 1	Self	0	NO	
Power Drain	Combat	•	Touch	1	NO	
Power Surge	Combat/Camp	•	Touch	1	NO	
Remove Curse	Combat/Camp	Permanent	Multi Target	1	NO	
Silence 15' Radius	Combat/Camp	1 x 2	Fixed Size	10	NO	
Wall Of Ice	Combat	1 » 4	Rotate	10	YES	

Fifth Level Magic User Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Blink	Combat	•	Special	2X - Power	NO	
Charm Humanoid	Combat	Permanent	Multi Target	8	NO	
Cure Light Wounds	Combat/Camp	•	Touch	1	NO	
Flame Arrow	Combat	•	Single Target	3X-Power	NO	
Flash	Combat	•	Ray	10	YES	
Frost Bite	Combat	•	Touch	1	NO	
Magic Screen III	Combat/Camp	1 x 2	Multi Target	5	YES	
Minor Spell Deflector	Combat/Camp	1 x 1	Self	0	NO	
Monster Summoning I	Combat	•	Multi Target	12	NO	
Power Gather	Combat/Camp	1 x 5	Single Target	5	YES	
Power Wither	Combat	1 x 5	Single Target	5	YES	
Wizard Eye	Camp	5 x 10	Party	N/A	NO	

Sixth Level Magic User Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Annihilate	Combat	•	Ray	4	YES	
Charm Monster	Combat	Permanent	Multi Target	8	NO	
Cure Serious Wounds	Combat/Camp	•	Touch	1	NO	
Fear	Combat	1 x 2	Fixed Size	7	YES	
Magic Screen IV	Combat/Camp	•	Multi Target	5	YES	
Major Attack Deflector	Combat/Camp	3 » 6	Multi Target	6	YES	
Monster Summoning II	Combat	•	Multi Target	12	NO	
Move Earth	Encounter	•	Special	∞	NO	
Portable Hole	Encounter	•	Special	∞	NO	
Solar Flare	Combat	1 x 1	Fixed Size	12	YES	
Stinging Lights	Combat	2 » 2	Multi Target	20	YES	
Wall Of Fire	Combat	1 x 2	Rotate	10	YES	

Seventh Level Magic User Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Arctic Wind	Combat	•	Ray	15	NO	
Cure Critical Wounds	Combat/Camp	•	Touch	1	NO	
Incendiary Cloud	Combat	2 x 4	Fixed Size	10	YES	
Fire Flies	Combat	•	Multi Target	15	NO	
Hail Storm	Combat	1 x 2	Variable Area	10	YES	
Magic Screen V	Combat/Camp	2 » 8	Multi Target	5	YES	
Major Spell Deflector	Combat/Camp	2 » 4	Multi Target	6	YES	
Monster Summoning III	Combat	•	Multi Target	12	NO	
Mass Charm	Combat	Permanent	Variable Size	15	NO	
Mass Invisibility	Combat/Camp	1 x 1	All Friendly	∞	NO	
Mass Sleep	Combat	1 x 1	All Enemy	∞	NO	
Pulse	Combat	1 x 1	All Adjacent	0	NO	

First Level Cleric Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Bless	Combat/Camp	1 x 2	All Friendly	∞	NO	
Brim Stones	Combat	•	Variable Size	10	YES	
Cure Light Wounds	Combat/Camp	•	Touch	1	NO	
Detect Magic	Combat/Camp	3 » 7	Variable Size	15	NO	
Fearful Thoughts	Combat	1 x 1	Multi Target	8	YES	
Feather Fall	Camp	•	Special	N/A	NO	
Hold Humanoid	Combat	2 » 4	Multi Target	8	NO	
Light	Camp	30 x 30	Special	N/A	NO	
Protection From Cold	Combat/Camp	4 » 12	Multi Target	6	YES	
Protection From Heat	Combat/Camp	4 » 12	Multi Target	6	YES	
Psionic Spear	Combat	•	Ray	3X - Power	NO	
Vorpal Plate	Combat/Camp	1 x 2	Fixed Size	3	YES	

Second Level Cleric Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Charm Humanoid	Combat	Permanent	Multi Target	8	NO	
Cure Blindness	Combat/Camp	•	Multi Target	Touch	NO	
Cure Disease	Camp	•	Multi Target	Touch	NO	
Cure Poison	Combat/Camp	•	Multi Target	Touch	NO	
Cure Serious Wounds	Combat/Camp	•	Single Target	Touch	NO	
Detect Secret	Encounter	10 x 30	Party	N/A	NO	
Dumb Struck	Combat	3 » 6	Single Target	3X - Power	NO	
Invisibility	Combat/Camp	4 » 10	Multi Target	5	NO	
Itching Skin	Combat	1 x 3	Fixed Size	8	NO	
Shield From Projectiles	Combat/Camp	1 x 1	Self	0	NO	
Silence 15' Radius	Combat/Camp	1 x 2	Fixed Size	10	NO	+15% to Save
Strength	Combat/Camp	3 » 8	Multi Target	1	NO	

Third Level Cleric Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Confuse	Combat/Camp	1 x 1	Fixed Size	9	YES	
Dispel Magic	Combat/Camp	•	Multi Target	10	YES	
Festering Wounds	Combat	1 x 3	All Enemy	∞	NO	
Limited Blink	Combat	•	Special	2X - Power	NO	
Mind Duel	Combat	•	Single Target	12	NO	
Minor Attack Deflector	Combat/Camp	1 x 1	Self	0	NO	
Protection From Electrical	Combat/Camp	4 » 12	Multi Target	6	YES	
Psi Shield	Combat/Camp	4 » 12	Multi Target	6	YES	
Remove Curse	Combat/Camp	Permanent	Multi Target	1	NO	
Sleep	Combat	1 x 2	Fixed Size	6	NO	
Slow	Combat	1 x 2	Fixed Size	10	NO	
Vorpal Shield	Camp	12 x 24	Party	∞	NO	

Fourth Level Cleric Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Animate Dead	Camp	Permanent	Multi Target	1	NO	
Cause Blindness	Combat	Permanent	Touch	1	NO	
Cure Critical Wounds	Combat/Camp	•	Touch	1	NO	
Entangle	Combat	1 x 2	Fixed Size	8	YES	
Fear	Combat	1 x 2	Fixed Size	7	YES	
Globe Of Invulnerability	Combat/Camp	1 x 1	Self	0	NO	
Haste	Combat/Camp	1 x 2	Fixed Size	4	YES	
Hold Monster	Combat	2 » 4	Multi Target	8	NO	
Minor Spell Deflector	Combat/Camp	1 x 1	Self	0	NO	
Poison	Combat	2 x 2	Touch	1	NO	
Protect From Evil 15' Radius	Combat/Camp	1 x 2	Fixed Size	5	YES	
Wall Of Thorns	Combat	1 x 1	Rotate	10	YES	

Fifth Level Cleric Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Blade Barrier	Combat	1 x 2	Fixed Size	6	YES	
Blink	Combat	•	Special	2X - Power	NO	
Charm Monster	Combat	Permanent	Multi Target	8	NO	
Cure Wounds	Combat/Camp	•	Touch	1	NO	
Disease	Combat	Permanent	Fixed Size	5	YES	
Enchanted Blades	Combat/Camp	1 » 3	Multi Target	3	YES	
Insect Plague	Combat	2 » 5	Variable Size	8	NO	
Major Attack Deflector	Combat/Camp	3 » 6	Multi Target	6	YES	
Mass Invisibility	Combat/Camp	1 x 1	All Friendly	∞	NO	
Mind Mines	Combat	2 » 3	Variable Size	20	NO	
Stone Shape	Encounter	•	Special	1	NO	
Wall Of Paralysis	Combat	1 x 1	Rotate	10	YES	

Sixth Level Cleric Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Banish	Combat	Permanent	Fixed Size	0	NO	
Flesh to Stone	Combat	Permanent	Single Target	1	NO	
Major Spell Deflector	Combat/Camp	2 » 4	Multi Target	6	NO	
Minor Gate	Combat	•	Multi Target	10	NO	
Part Water	Encounter	•	Special	Special	NO	
Psi Wave	Combat	•	All Enemy	∞	NO	
Raise Dead	Camp	Permanent	Multi Target	1	NO	
Ray of Weakness	Combat	•	Ray	2X - Power	YES	
Ring of Fire	Combat	1 x 1	Fixed Size	3	NO	
Time Trap	Combat	1 » 4	Special	8	NO	
Stone to Flesh	Camp	Permanent	Single Target	1	NO	
Teleport	Encounter	•	Party	Special	NO	

Seventh Level Cleric Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Death Spell	Combat	Permanent	Single Target	5	YES	
Improved Arcanic Bubble	Combat/Camp	2 » 6	Multi Target	4	YES	
Improved Power Drain	Combat	•	All Enemy	∞	YES	
Major Gate	Combat	•	Multi Target	10	NO	
Mass Charm	Combat	•	All Enemy	∞	NO	
Meteor Swarm	Combat	•	Variable Size	10	NO	
Mind Melt	Combat	•	Ray	3x-Power	NO	
Power Drain	Combat	•	Touch	1	NO	
Power Word Stun	Combat	1 » 4	Single Target	9	NO	
Regenerate	Combat/Camp	2 x 6	Touch	1	NO	
Sentry	Camp	24 x 24	Party	∞	NO	
Spirit Drain	Combat	1 x 2	Touch	1	NO	



First Level Enchanter Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Bark Skin	Camp	6 x 18	Party	∞	NO	
Detect Magic	Combat/Camp	3 » 7	Variable Size	15	NO	
Enchanted Blade	Combat/Camp	1 x 1	Single Target	5	YES	
Fairy Fire	Combat	3 » 6	Multi Target	10	NO	
Lightning Strike	Combat	•	Single Target	20	NO	
Limited Blink	Combat	•	Special	2X - Power	NO	
Protection From Chemical	Combat/Camp	4 » 12	Multi Target	6	YES	
Protection From Electrical	Combat/Camp	4 » 12	Multi Target	6	YES	
Repulsive Bubble	Combat	•	All Adjacent	0	NO	
Silence 15' Radius	Combat/Camp	1 x 2	Fixed Size	10	NO	
Ventriloquism	Encounter	•	Special	N/A	NO	
Warp Wood	Encounter	•	N/A	∞	NO	

Second Level Enchanter Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Cure Blindness	Combat/Camp	•	Multi Target	Touch	NO	
Daze	Combat	1 » 4	Ray	3x - Power	NO	
Detect Secret	Encounter	10 x 30	Party	N/A	NO	
Electric Pulse	Combat	•	Fixed Size	10	YES	
Heat Ray	Combat	•	Ray	2x - Power	YES	
Magic Missile	Combat	•	Multi Target	15	YES	
Monster Summoning I	Combat	•	Multi Target	12	NO	
Steel Rain	Combat	•	Variable Area	10	NO	
Stinking Cloud	Combat	1 x 1	Fixed Size	4	NO	
Fumble	Combat	•	Multi Target	10	YES	
Vorpal Plate	Combat/Camp	1 x 2	Fixed Size	0	NO	
Wall of Fog	Combat	1 x 1	Rotate	6	NO	

Third Level Enchanter Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Acid Splash	Combat	•	Ray	3X - Power	NO	
Arcanic Bubble	Combat/Camp	1 x 2	Self	0	NO	
Blink	Combat	•	Special	2X - Power	NO	
Cosmic Blast	Combat	•	All Enemy	∞	NO	
Enchanted Blades	Combat/Camp	1 x 2	All Friendly	∞	NO	
Identify	Camp	Permanent	Special	N/A	NO	
Lightning Bolt	Combat	•	Ray	2X - Power	NO	
Monster Summoning II	Combat	•	Multi Target	12	NO	
Power Drain	Combat	•	Touch	1	NO	
Power Surge	Combat/Camp	•	Touch	1	NO	
Stone Shape	Encounter	•	Special	1	NO	
Wall Of Force	Combat	1 » 4	Rotate	10	YES	

Fourth Level Enchanter Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Acid Rain	Combat	•	Variable Size	8	NO	
Cool Breeze	Combat/Camp	1 x 2	All Friendly	∞	NO	
Flesh to Stone	Combat	Permanent	Single Target	4	YES	
Major Vorpai Plate	Combat/Camp	1 x 1	All Friendly	0	NO	
Mind Blank	Combat/Camp	2 » 6	Multi Target	6	NO	
Minor Attack Deflector	Combat/Camp	1 x 1	Self	0	NO	
Monster Summoning III	Combat	•	Multi Target	12	NO	
Shocking Grasp	Combat	•	Touch	1	NO	
Fly	Encounter	•	Special	∞	NO	
Stone to Flesh	Encounter	Permanent	Single Target	1	NO	
Tongues	Encounter	•	Special	N/A	NO	
Warmth	Combat/Camp	1 x 2	All Friendly	∞	NO	

Fifth Level Enchanter Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Acid Bath	Combat	•	Fixed Size	15	YES	
Detect Invisibility	Combat	5 » 10	Multi Target	5	NO	
Dispel Magic	Combat/Camp	•	Multi Target	10	NO	
Fear	Combat	1 x 2	Fixed Size	7	YES	
Finger Of Pain	Combat	•	Single Target	8	YES	
Insect Plague	Combat	2 » 5	Variable Size	8	NO	
Minor Spell Deflector	Combat/Camp	1 x 1	Self	0	YES	
Missile Screen	Combat	4 » 6	Multi Target	8	YES	
Monster Summoning IV	Combat	•	Multi Target	12	NO	
Power Gather	Combat/Camp	1 x 4	Touch	1	NO	
Power Wither	Combat	2 x 5	Touch	1	NO	
Shell Shock	Combat	1 x 1	All Adjacent	0	NO	

Sixth Level Enchanter Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Animate Dead	Camp	Permanent	Multi Target	1	NO	
Ball Lightning	Combat	•	Fixed Size	10	NO	
Caustic Vapor	Combat	•	Variable Size	1x - Power	NO	
Charm Monster	Combat	Permanent	Multi Target	8	NO	
Cloud Kill	Combat	•	Fixed Size	6	NO	
Delayed Fire Ball	Combat	1 x 1	Fixed Size	10	YES	
Disarm Trap	Encounter	Permanent	Single Target	1	NO	
Finger Of Death	Combat	Permanent	Single Target	8	YES	
Major Attack Deflector	Combat/Camp	3 » 6	Multi Target	6	NO	
Monster Summoning V	Combat	•	Multi Target	12	NO	
Polymorph Other	Combat	Permanent	Multi Target	4	NO	
Sentry	Camp	24 x 24	Party	∞	NO	

Seventh Level Enchanter Spells						
SPELL NAME	WHEN	DURATION	TARGET	RANGE	SIGHT	
Fog of Doom	Combat	1 x 2	Variable Size	8	NO	
Mass Morph Other	Combat	Permanent	Fixed Size	8	YES	
Major Spell Deflector	Combat/Camp	2 » 4	Multi Target	6	NO	
Mass Regenerate	Combat/Camp	5 » 15	Multi Target	7	YES	
Mind Rash	Combat	•	All Enemy	∞	NO	
Monster Summoning VI	Combat	•	Multi Target	12	NO	

Raise Dead	Camp	Permanent	Multi Target	1	NO	
Static Discharge	Combat	•	All Adjacent	0	NO	
Teleport	Encounter	•	Special	Special	NO	
Move Earth	Encounter	•	Special	∞	NO	
Vapor Trail	Combat	•	Ray	2x - Power	NO	
Wall Of Paralysis	Combat	1 x 1	Rotate	10	YES	

On the following pages are descriptions of all spells that have results other than physical damage.

### **First Level Magic User Spells:**

*Detect 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.

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

*Identify:* 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 PC. This will not detect if an item is cursed so beware.

*Jump:* Allows the party to jump over tall objects.

*Knock:* 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.

*Light:* Will cause a magical flame to illuminate dark areas.

*Shield:* Protection against physical attacks.

*Spider Climb:* Allows the party to scale sheer surfaces as if they were spiders.

### **Second Level Magic User Spells:**

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

*Dig:* Will allow the party to dig a hole by magical means.

*Invisibility:* Makes the target 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.

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

*Limited Blink:* Allows the caster to teleport during combat. The PC's move is over after teleporting.

*Protection From Evil:* Makes the target more difficult to hit for evil creatures.

### **Third Level Magic User Spells:**

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

*Dispel Magic:* Removes all non-permanent magical effects on the target.

*Fly:* Allows the party to fly for a short time.

*Haste:* Will increase the targets movement and number of attacks during combat. This spell will age the targets 30 days x Power Level of the spell.

*Major Fumble:* All those that fail to Save Vs. Special will fumble their weapon. Caution: Some creatures may do MORE damage with their bare hands than with a

weapon.

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

*Slow:* Reduces the movement of the targets.

*Water Breathing:* Allows the party to breath water as if it were air for a short time.

### **Fourth Level Magic User Spells:**

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

*Tongues:* Will allow the caster to converse with creatures who they otherwise would not be able. It also allows the caster to read a written language.

*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 loose spell points.

*Power Surge:* Causes the target to gain spell points.

*Remove Curse:* Removes a curse from the target and allows a PC to remove an item that is cursed.

*Silence 15' Radius:* Affected targets will be unable to cast spells during combat.

*Fear:* Causes those affected to run away during battle.

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

*Major Attack Deflector:* Improved target options for Attack Deflector.

*Monster Summoning II:* Summons stronger creatures than MS I.

*Move Earth:* Moves earth. Moves more than dig.

*Portable Hole:* Causes an inter dimensional rip to open up. Anything that falls in will be forever lost.

### **Seventh Level Magic User Spells:**

*Cure Critical Wounds:* Heals damage.

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

*Major Spell Deflector:* Improved targeting options for spell deflector.

*Mass Charm:* Allows the caster to charm a large area Vs. specific targets.

*Mass Invisibility:* Allows the caster to case everyone within a large are to become invisible.

*Mass Sleep:* Causes everyone in a large area to Save Vs. Mental or fall asleep.

*Monster Summoning III:* Summons stronger creatures than MS II.

### **First Level Clerical Spells:**

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

*Cure Light Wounds:* Heals damage.

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

*Fearful Thoughts:* Those that do not Save Vs. Mental will run away during combat.

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

*Hold Humanoid:* Those that do not Save Vs. The Caster will be held in place and be helpless.

*Light:* 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 Clerical Spells:**

*Charm Humanoid:* Those that do not save will change alliance to that of the caster.

*Cure Blindness:* Cures Blindness.

*Cure Disease:* Cures Disease.

### **Fifth Level Magic User Spells:**

*Blink:* 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 blinking.

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

*Cure Light 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.

*Monster Summoning I:* Will cause creatures to appear to 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 loose spell points each round during combat.

*Wizard Eye:* Allows the caster to see any dungeon in 2D (Look down view).

### **Sixth Level Magic User Spells:**

*Charm Monster:* Same as charm humanoid, only this will charm monsters as well as humanoids.

*Cure Serious Wounds:* Heals damage.

*Cure Poison:* Cures Poison.

*Cure Serious Wounds:* Heals damage.

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

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

*Invisibility:* Invisible PC'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 15' Radius:* Will cause all those in an area to save or be silenced. Those affected cannot cast spells.

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

### **Third Level Clerical 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.

*Dispel Magic:* This spell will remove all non-permanent spell effects on those it is cast on.

*Limited Blink:* 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 based attacks to be reduced by 1/2.

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

*Remove Curse:* Removes and cursed items the target may be wearing.

*Sleep:* Causes those that do not save to fall asleep and be helpless.

*Slow:* Reduces movement to those affected during combat.

*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 Clerical Spells:**

*Animate Dead:* Will cause dead PC to become animated, (Like a Zombie). They will not gain any experience while animated and cannot use spells or missile weapons.

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

*Cure Critical Wounds:* Heals damage.

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

*Fear:* Those that do not save will run away during combat.

*Globe of Invulnerability:* Will cause the caster to be immune to spells up to the fourth level.

*Haste:* Increases movement and attacks of those affected. Also ages 30 days for every power level of the spell.

*Hold Monster:* Same as hold person but will affect any creature, not just humanoids.

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

*Poison:* Poison those that do not save.

*Protection From Evil 15' Radius:* Will make those affected more difficult to hit in combat by evil creatures.

### **Fifth Level Clerical Spells:**

*Blink:* Same as limited blink, only the caster will be able to perform some physical action afterward. No spells can be cast from memory after blinking.

*Charm Monster:* Same as charm humanoid, only this spell will charm any creature, not just humanoids.

*Cure Wounds:* Heals damage.

*Disease:* Will cause those affected to be diseased and take damage until a cure 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.

*Major Attack Deflector:* Same as minor attack deflector but with improved targeting ability.

*Mass Invisibility:* Will cause those over a large area to become invisible.

*Stone Shape:* Will cause a limited amount of stone to reshape into the shape the caster desires.

*Wall of Paralysis:* Will create a wall of stunning magic that will paralyze those that do not save.

### **Sixth Level Clerical Spells:**

*Flesh To Stone:* Will cause the flesh of the target to turn to solid stone. This will kill any creature. The only way to bring back a PC from this condition is to have stone to flesh cast upon them.

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

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

*Part Water:* Will allow the caster to part a limited size pool of water to allow the party to traverse the bottom.

*Raise Dead:* Will resurrect a dead PC. The PC must still be successful on their percent chance for resurrection. If they fail they will pass away forever.

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

*Stone to Flesh:* Will cure the affliction of flesh to stone.

*Teleport:* Will allow the party to teleport to an area they have been before.

### **Seventh Level Clerical 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 Gate:* Same as minor gate but will summon stronger creatures.

*Mass Charm:* Will attempt to charm every creature over a wide area to be friendly to the caster.

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

*Power Work Stun:* Will cause the target to become helpless.

*Regenerate:* Will cause those affected to regenerate 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.

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

### **First Level Enchanter Spells:**

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

*Detect 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.

*Fairy Fire:* Will make those affected easier to hit in combat.

*Limited Blink:* Will allow the caster to teleport during combat. The casters turn will be over after blinking.

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

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

*Silence 15' Radius:* Those affected will not be able to cast spells.

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

*Warp Wood:* The caster can cause a limited amount of wood to warp and bend.

### **Second Level Enchanter Spells:**

*Cure Blindness:* Cures blindness.

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

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

*Monster Summoning I:* Will summon creatures from the void to fight for the caster during battle.

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

*Fumble:* All those that fail to Save Vs. Special will fumble their weapon. Caution: Some creatures may do MORE damage with their bare hands than with a weapon.

*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.

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

*Monster Summoning II:* Will summon more powerful creatures than Monster Summoning I.

*Power Drain:* Will drain spell points from the target.

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

*Stone Shape:* Will allow the caster to shape a small amount of stone into a desired shape.

### **Fourth Level Enchanter Spells:**

*Flesh to Stone:* Will petrify an enemy causing their death.

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

*Mind Blank:* Will stupefy the target making it impossible for that enemy to cast spells.

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

*Monster Summoning III:* Will summon more powerful creatures than Monster Summoning II.

*Fly:* Allows the party to fly for a short time.

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

*Tongues:* Will allow the caster to converse with creatures who they otherwise would not be able. It also allows the caster to read a written language.

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

### **Fifth Level Enchanter Spells:**

*Detect Invisibility:* Allows those affected to see invisible creatures thus gaining an attack on those that attempt to break

combat and move away. Also useful for seeing any object that is invisible.

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

*Fear:* Causes all those that do not save to run away in fear.

*Minor Spell Deflector:* Will cause all spell based attacks to be reflected back at the caster.

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

*Monster Summoning IV:* Will summon more powerful creatures than Monster Summoning III.

*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:**

*Animate Dead:* 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 experience nor can they cast spells or use missile weapons. For all practical purposes they are zombies.

*Charm Monster:* Creatures that do not save (To include any humanoid) will become friendly to the caster and fight for them during combat. The party will gain no



experience 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.

*Monster Summoning V:* Will summon more powerful creatures than Monster Summoning IV.

*Polymorph Other:* This spell will cause an enemy that does not save 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:**

*Mass Morph Other:* Similar to Polymorph Other but with improved targeting capabilities.

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

*Mass Regenerate:* Those affected will regenerate stamina at an accelerated rate. This spell will even affect those of elven

blood.

*Monster Summoning VI:* Will summon more powerful creatures than Monster Summoning V.

*Raise Dead:* This spell will revive a dead character. The dead character must still survive a successful resurrection or be lost forever.

*Teleport:* Will allow the party to transform to a location that it has been before.

*Move Earth:* Moves earth. Moves more than dig.

*Wall of Paralysis:* Will create a wall of stunning magic that will paralyze any who enter and does not save.