

MAGIC SPELLS 4-30-09

Spells are either Good(G), Evil(E) or Neutral. Only Good Wizards can throw good spells and only Evil Wizards can throw evil spells. All wizards can throw neutral spells. DRAC means it is a spell a dragon can throw. Most spells take effect at the end of the turn.

Spells are either Battle(B) spells or not. Battle spells can be cast on your turn during a battle. A magic user cannot be in melee at the time he is casting the spell. Most spells cost Magic Points (MP) to cast. Once a spell is cast those MPs are checked off your MP chart. They are automatically restored the next day after a rest period (usually 8 hours in game time). Once all MPs are gone no more can be thrown that day.

This list of spells will give the cost in MPs, whether it is an Evil(E), Good (G) or a Battle (B) spell or if it can be used by a Dragon(DRAC). If the spell has a range that is indicated.

Animate Dead (varying MP) (E) (B) range 4 hexes. This spell animates a dead comrade (not an enemy) to fight for the casting Wizard. It fights like it did when it was alive but can't throw spells or breathe fire. It costs 1 MP per 3 HP that are restored to the dead up to the maximum it had when it was alive. It dies again when the battle is over. The dead must be freshly dead the day it is reanimated. If the dead is adjacent to an enemy while it is being re-animated the enemy gets a free attack on it that turn with a +4 bonus

Cause Fear (1MP) (E) (B) range of 1 hex. This spell causes all 1 HP creatures within range to attack at -3 and to keep at least one hex from the wizard on their move turn. Spell lasts till battle is over.

Charm (1 MP) (B) (DRAC) range of 2 hexes. This spell causes one intelligent creature (not an animal) to do as the spell caster says, though it won't harm its friends or itself directly. The charmed creature could be asked to build a barricade, go look for treasure or fight another adventure party for example.

Roll a D6. If you exceed the maximum HP +2 of the person or monster you are targeting you have charmed them. If additional MPs (up to 2) are expended at the time the spell is cast add +1 per MP to the chance of charming the target. The spell works till the spell caster is dead, asleep, or unconscious or out of a range of 6 hexes. The charmed creature will always defend himself and attacking him breaks the spell. Dragons and wizards cannot be charmed.

Create Skeletons (1MP) (E) (B) This spell creates 2-7 skeletons appearing on any of the hexes surrounding the wizard. Roll a D6 and add one to determine how many appear. The skeletons will fight for the wizard till the battle is over or the wizard is dead. This spell can only be used once per battle. If the skeletons are killed they disappear. Anything they are holding other than what they appeared with is left behind unharmed. If you are using Morale rules their HP only count towards the army's total HP if the spell is cast at the beginning of the battle.

Detect Traps (1MP) It detects traps in a 10 hex radius.

Fireball (1MP) (B) range of 6 hexes. Minimum range of 2 hexes. This spell shoots a fireball at one target in range before Missile fire. He gets an attack bonus of +8 and if it hits it does 1HP damage. If the creature is behind cover normal rules apply.

Firestorm (1MP) (B) range of 4 hexes. Minimum of 2 hexes. This spell rains fire down on the targets. You choose a hex within the 4 hex range to be the target. All figures on that hex and all 6 adjacent hexes are subject to a +2 attack. All that are hit receive 1 HP damage. It fires right after Movement and before Missile fire. Cover rules apply.

Fly (2MP) The wizard can fly up to 6 hexes per turns for as many turns as his maximum MP capacity. He cannot attack or cast spells while flying. He can land and fight or cast other spells on the turn he lands but the time he spends on the ground counts against the time the flying spell is in effect. He is considered at long range to those shooting at him. Enemy ZOC is ignored while flying. If the spell ends while the caster is flying he drops suddenly to the ground but is not harmed. This would only happen if using a flying potion that the character does not know the duration.

Heal (1MP) (G) (B) range of 4 hexes. This spell restores D6 +1 (2-7) HPs to any creature in range. The spell caster can distribute the points as he sees fit. If he rolled a 4 + 1 for a total of 5 HP he could give 1 HP to himself, 2 HP to another character 2 more to another. The spell caster and the targets must not be in melee at the time the spell is cast and the targets must be in sight of the caster.

Heal Self (1MP) (B) (DRAC) This spell heals 1 HP on the spell caster. He must not be in melee while casting. This is the only healing spell available to evil spell casters.

Lay Hands (G) (B) This spell heals 1 HP on a fresh wound on a creature It can only be used on that creature once per day. Spell caster and target must be adjacent to one another and not be in melee. The spell can be used twice a day on two different targets and does not cost MPs. The wizard can use it on himself.

Magic Arrows (1MP) (B) This spell allows the caster to fire a bolt of energy equivalent to an arrow every turn he is not casting another spell or in melee. He fires it at the same time normal arrows are fired so he could take advantage of shooting bonuses for multiple shooters at the same target. It has a range of 6 hexes and close range of 2 hexes like an arrow. The spell last till the battle is over or two hours.

Magic Lock (1 MP) Reversible. This spell locks any door magically for 12 hours and makes the door and the door frame unbreakable by ordinary means such as an axe or sledgehammer. A very strong monster like a giant, dragon or mammoth can try to smash the door on a roll of 5 or 6 on a D6. A large battering ram wielded by no less than 8 men could break it on a roll of 6 on a D6. Repeated attempts are allowed. A wizard with a higher MP capacity than the casters can also break the spell by throwing the reverse of this spell.

Make Potion This spell allows the caster to make potions from spells he is allowed to use. The MP cost of these potions varies. They also cost Gold Pieces (GP) to buy needed ingredients and containers. They are made back at the wizards home or laboratory and normally take two days to make so a wizard can't just cook one up at the campsite. A Strength potion would cost 5 GP and gives the benefit of the spell to the person who drinks the potion. A Heal potion cost 8 GP and restores 2 HP to the drinker. A Speed Spell cost 5 GP and is just like the spell. A Fly spell cost 20 GP and is also like the spell though the MP capacity of the spell caster must be recorded with the potion so it is known how long it lasts. The user of the potion might not know how long it lasts. Potions can have true labels, false labels or no label or a label that a potential user can't read. A potion is stored in a 1 pint container of the casters choosing.

A potion is drunk at the beginning of your turn but does not take effect till the turn ends so whatever takes place during the turn is not effected by the potion. If the potion is handy like in your pocket or on your belt you can use it while in melee but you are -6 on your attack and -2 on your defense and you can't shoot or cast a spell while drinking

Make Skeletons Permanent (E) (2 MP per skeleton) This is another spell that needs a lab, Gold and time. The caster casts a Create Skeletons spell to get the skeletons he needs then must cast this spell on each one he wants to make permanent. If he creates skeletons in a peaceful time they only last a half hour so he can only make so many a day. Each one also costs 5 GP for the ingredients to make it permanent. They can only be given simple instructions if the wizard is going to leave them on their own. Guard this room, kill all intruders would be such an instruction. They could not be sent out into the world to assassinate someone for instance unless the wizard was with them. Powerful wizards could potentially make more powerful skeletons. If the skeletons are killed they disappear like the Create Skeleton spell.

Restore Life (3MP) (G) (B) This Spell restores a dead creature to life and 1 HP. It must be used within 24 hours of the creature dying. It does not cure disease, old age or poison. If these things are still present when the creature is restored it will die again soon after. The creature must be mostly intact for the spell to work so if the creature is dropped in a vat of acid or burnt to a crisp than the spell won't work. The body must be within touch of the caster.

Sleep (1MP) (B) range of 3 hexes. Reversible. This spell causes all enemies within 3 hexes to fall asleep at the end of the turn if they fail their saving throw. Roll a D6 for each creature in range. Their saving throw is their HP maximum plus 2. A 1 HP creature would have saving throw of 3 so if he rolled a 4 or higher he would fall asleep for 8 hours unless awakened by the reverse of this spell. A creature who rides something, like a wolf rider is considered a 2 HP creature for the saving throw even if it has lost it's mount. The spell caster must be able to see the targets to affect them but it can be thrown over friendly creatures in the way and not harm the friendly creatures. Sleeping creatures could be killed if their enemies take one turn to do so. Good creatures don't kill sleeping creatures though they could tie them up and capture them. This also takes one turn of dedicated action. It does not work on skeletons or other undead or any creature that does not need sleep.

Speed (1MP) (B) range of 3 hexes. The target of this spell moves double his normal speed and gets to make twice as many attacks as normal with no penalty. If the target creature already has double attacks it would now have 4 attacks at the normal penalty for double attacks or it could make double attacks at it's normal bonus for attacking one enemy. It lasts the duration of the battle or two hours.

Strength (1MP) This spell is cast before a battle on up to 4 multi hit point creatures. It gives them +2 to hit in melee for the duration of the battle or two hours. This is on top of any bonuses they already have. If cast on a creature with superior strength like an ogre they have giant strength and would get double damage on melee hits. A giant would hit with 3 HP damage if under this spell.