ARCANE SPELLS

WIZARD SPELLCASTING

Memorising Spells

Once per **Day** a **Wizard** may spend an hour memorising a number of spells equal to their **Level**, from scrolls and books. A **Wizard** can only memorise spells from levels up to and equal to their own **Level**.

Casting Spells

A **Wizard** can spend an **Action** on their **Turn** to cast a spell from memory. Once the effects of the spell have been resolved, the **Wizard** should make an **Attribute Test** - adding the spell's level to the roll.

If they have already cast the spell this session, the **Attribute Test** is made with **Disadvantage**. If they fail, the spell is no longer memorised.

When **Turns** are being tracked using **Minutes** a **Wizard** may spend an **Action** to attempt to cast a spell by reading it from a book or scroll. To do so they must make an **Attribute Test** - adding the spell's level to the roll. If they succeed, it is cast. If they fail, it misfires and the **Player** should roll on the *Magical Side Effects* table (p.43 in the main rule book).

A **Wizard** can only cast spells up to and equal to their **Level**. Spells use **Intelligence** for all **Attribute Tests**.

1st Level Spells

Charm: A *Nearby NPC* or *Monster* obeys a simple command and will perform a simple *Action*.

Magic Missile: A *Faraway* or *Distant* target takes 1d6 damage for each of the *Spellcaster's Levels*.

Light: Creates dim light from a *Nearby* spot or object that lasts for *1d8 Minutes*.

Shield: Gives the caster Arcane Mail (*AV2*) - when each *Armour Die* is *Broken* it's gone for good.

2nd Level Spells

Sleep: Roll the *Wizard's HD*, *Nearby Creatures* with fewer *HP* than rolled fall asleep - lasts *Ud*6 *Minutes*.

Detect Magic: Everything *Nearby* that is magic glows - lasts *Ud*6 *Minutes*.

Knock/Lock: A *Nearby* door or lock is either opened or locked.

Web: Traps a *Nearby* area, stopping movement - lasts *Ud*6 *Minutes*.

3rd Level Spells

Darkness: Pure darkness covers a *Nearby* area and blocks all types of vision - lasts *Ud*6 *Minutes*.

Dispel Magic: Removes or reverses the effects of a *Nearby* Arcane spell.

Magic Mouth: Creates an illusory mouth that repeats a phrase to all *Nearby Creatures*.

Read Languages/Magic: Read all languages and magic - lasts *Ud*12 *Minutes*.

4th Level Spells

Invisibility: A *Nearby Creature* is made invisible until it *Attacks* or the spell is dispelled.

Fireball: 1d4 *Nearby Creatures* take 1d6 damage for each of the *Spellcaster's Levels*.

Darkvision: A *Nearby Creature* can see in absolute darknesss - lasts *Ud6 Minutes*.

Confusion: 2d6 *Nearby* targets immediately make a *Reaction Roll* (p.31 in the main rule book).

5th Level Spells

Telekinesis: As an *Action*, the *Spellcaster* may *Move* a *Nearby* object - lasts *Ud*10 *Minutes*.

Polymorph Self/Other: Transform a *Nearby Creature* to have the appearance of another for a *Day*.

Remove Curse: Removes a curse from a *Nearby* target.

Elemental Wall: Wall of one of the four elements (air, earth, fire, or water) covers a *Nearby* area, any *Creature* that comes *Close* takes damage equal to its *HD*.

6th Level Spells

Dimension Door: Teleport a target to a ***Distant*** location.

Animate Dead: Reanimate 2d4 ***Nearby*** corpses. Each has half the ***Spellcaster's HD*** and is under the effects of *Charm*.

Flesh to Stone: Turns a ***Nearby Creature*** into stone (or vice versa).

Feebleminded: Reduces a ***Nearby*** target's ***INT*** to 4 - lasts ***Ud***6 ***Moments***.

7th Level Spells

Elemental: Create an elemental (p.91 in the main rule book) of any type with 1d6 **HD**. It is under the effect of *Charm*.

Invisible Stalker: Summons an extra-dimensional monster (1d6 **HD**) to perform a complex task.

Cloudkill: Creates a cloud **Nearby**, **Creatures** that touch it are taken **OofA** - lasts **Ud4 Moments**.

Teleport: Transports a **Nearby** target to any place known to the **Spellcaster**.

8th Level Spells

Anti-Magic Shell: Cancels all Arcane magic *Nearby* to the caster - lasts *Ud*6 *Moments*.

Death Spell: 2d4 *Nearby* targets with 7*HD* or fewer are taken *OofA*.

Contact Higher Plane: Ask three questions and receive truthful answers from the outer gods.

9th Level Spells

Meteor Swarm: *Nearby Creatures* take 8d6 damage.

Conjuration of Daemons: Summons a daemon (p.84-85 in the main rule book) with 1d8 **HD** that is under the effect of a *Charm* spell - the caster must make a **INT Attribute Test** to maintain the *Charm* when used.

Disintegrate: A single *Nearby Creature* of lower **Level** than the **Spellcaster** turns into a fine powder.

10th Level Spells

Power Word, Kill: A *Nearby Creature* with 50**HP** or less dies and cannot be resurrected.

Level Drain: A *Nearby Creature* must *Test* its **CON**, if they fail that *Test* they lose a *Level* and all its benefits.

Time Stop: Stops time completely in a *Nearby* area - lasts *Ud*4 *Moments*.

Limited Wish: Change reality in a minor and limited way (at the *GM's* discretion).

New Spells and Scrolls