



WITCH SPELLS



LEVEL 1 (for Witches of the first rank or greater)

- 1 **BSKEL:** BRING SKELETON (Summons a skeleton to fight for the party.)
- 2 **CHILL:** CHILL (A frosty wind which inflicts damage on the selected group of enemies. It improves as the caster's level increases.)
- 3 **CPROT:** COLD PROTECTION (Insulates a character from cold attacks.)
- 4 **LPROT:** LIGHTNING PROTECTION (Aids a character in resisting lightning attacks.)
- 5 **SHOCK:** SHOCKING TOUCH (Shocks an opponent for light damage. It improves as the caster's level increases.)

LEVEL 2 (for Witches of the fourth rank or greater)

- 6 **BDED1:** BURN UNDEAD (Burns an undead creature with an astral flame. The flame gets hotter as the caster's level increases.)
- 7 **BFLAT:** BRING FLATHEAD (Summons a flathead to fight for the caster.)
- 8 **BZOMB:** BRING ZOMBIE (Summon a zombie to fight for the party.)
- 9 **FROST:** FROST (Freezes a group of enemies with an icy blast of wind. The wind gets colder as the caster's level increases.)
- 10 **LBOLT:** LIGHTNING BOLT (A bolt of lightning flashes from the caster's fingertips. The damage done increases with the level of the caster.)
- 11 **SPEED:** SPEED (This spell allows the character to act more quickly, giving them the chance to strike earlier in the round and possibly more times per round.)

LEVEL 3 (for Witches of the eighth rank or greater)

- 12 **FREEZ:** FREEZE (Like the frost spell, but a little stronger and inflicts harm on all enemies. It improves as the caster's level increases.)
- 13 **KUNDD:** KILL UNDEAD (Utterly destroys one undead creature.)

LEVEL 4 (for Witches of the thirteenth rank or greater)

- 14 **BDED2:** DESTROY DEAD (Similar to BDED1, but it affects a group of undead creatures and is about twice as powerful.)
- 15 **CPROG:** COLD PROTECTION (The same as CPROT, but protects the entire party.)
- 16 **LPROG:** LIGHTNING PROTECTION (The same as LPROT, but protects the entire party.)
- 17 **IWALL:** LIGHTNING WALL (A wall of sheet lightning that does extreme damage to all enemies. It becomes stronger as the caster's level increases.)

LEVEL 5 (for Witches of the nineteenth rank or greater)

- 18 **ISTRM:** ICE STORM (A barrage of hail that causes severe damage to all enemies (provided they are not immune to cold). It improves as the caster's level increases.)
- 19 **SHOUT:** DESTROY UNDEAD (Destroys a group of undead creatures.)



HEALER SPELLS



LEVEL 1 (for Healers of first rank or higher)

- 1 **HEAL1:** MINOR HEALING (Heals a wounded character. Roughly the same as a shaman's CURE2 spell.)

LEVEL 2 (for Healers of the fourth rank or higher)

- 2 **HEAL2:** MODERATE HEALING (Cures wounds about twice as effectively as the HEAL1 spell.)
- 3 **REPAR:** REMOVE PARALYSIS (Restores mobility to paralyzed characters.)
- 4 **REPO2:** NEUTRALIZE POISON (Neutralizes strong poison.)

LEVEL 3 (for Healers of the eighth rank or higher)

- 5 **DSTON:** DESTONE (Transforms a character, who has been turned into stone, back to flesh.)
- 6 **HEAL3:** HEALING (Heals injuries about twice as effectively as the HEAL2 spell.)
- 7 **HILGP1:** MINOR HEALING (performs a HEAL1 on the entire party.)
- 8 **REVIV:** REVIVE (Restores a dead character to life.)
- 9 **XORSZ:** EXORCISM (Exorcizes a possessive spirit or demon from its victim.)

LEVEL 4 (for Healers of the thirteenth rank or higher)

- 10 **HEAL4:** MAJOR HEALING (A healing spell which is almost twice as effective as the HEAL3 spell.)

LEVEL 5 (for Healers of the nineteenth rank or higher)

- 11 **FHEAL:** FULL HEAL (Heals all damage and cures poisoning, paralyzation and possession.)
- 12 **HILGP2:** MODERATE HEALING (Performs a HEAL2 on the entire party.)

LEVEL 6 (for Healers of the twenty-fifth rank or higher)

- 13 **RESTR:** RESTORATION (Revives dead characters, fully cures any ailment and raises the character to full hit points.)

LEVEL 7 (for Healers of the thirty-first rank or higher)

- 14 **FHLGP:** FULL HEALING (Causes every member of the party to receive a full heal.)



SPECIALIZED SKILLS: SAMURAI



19 ARROW: MAKE ARROWS (A Samurai who has sticks, feathers, and bits of metal can make arrows. The samurai selects the quiver he wishes to make the arrows for and uses this skill. If there are arrows remaining in the quiver he will match those arrows. If the quiver is empty the character will make the best arrows he can.)



SPECIALIZED SKILLS: THIEF



20 CLIMB: CLIMB WALLS (Thieves are able to climb walls. Once they have climbed to the next level, they can use a rope to bring the rest of the party.)

21 PICK: PICK LOCK (Every thief has this skill. The ability improves as their level increases. Using the tools of the trade helps.)

22 RTRAP: REMOVE TRAP (Any thief may attempt to disarm a trap. This skill increases with the his level.)

23 SNEAK: SNEAK (A Thief may use his expertise to help the entire party move in darkness and in silence. If he is good enough, you can evade pursuers.)

24 STEAL: STEAL ITEMS (A Thief may try to relieve an opponent of excess wealth during combat. The skill improves with age)

25 STRAP: SPY TRAPS (A talented Thief can expend a little extra effort and spot traps before the party blunders into them)



SPECIALIZED SKILL: MONKS, NINJA and SAMURAI

26 KI: SUMMON KIAI (All of the martial artists may enter zanshin and summon their ki. This will frequently delay their strike during the round, but can turn a normal attack into a devastating onslaught.)

SPECIALIZED SKILL: SORCERERS

27 WRITE: WRITE SPELL (Sorcerers are able to write their own spells. They can choose the following: Element base for the spell, level of the spell, whether the spell is sorcerer-only or is classed according to the element, and double strength spells. This spell will drain from the characters maxSPs, and further advancement will have to occur to replace them.)



MAGICIAN SPELLS



LEVEL 1 (for Magicians of the first rank or higher)

1 DTRAP: DETECT TRAPS (Detects all traps, magical and mechanical.)

2 EXIT1: LOCATE EXITS (This spell will allow the caster to determine the location of any exits within a five by five square centered at the party's location.)

3 GUSTY: GUST OF WIND (A sharp gust of wind which inflicts damage upon your enemies. It increases in ferocity for each additional two levels of the caster.)

4 HOLD1: HOLD (Causes a group of enemies to hesitate and possibly fail to attack for the round.)

5 LITE1: TORCH LIGHT (Causes the magician's hand to glow casting light as if it were a torch.)

6 MARRO: MAGICAL ARROW (A magically-created arrow that appears and flies to the target as if fired from a bow. For each additional two levels of the caster another arrow will appear.)

7 PAIN1: PAIN (A twinge of pain which reduces a group of enemies chance to hit.)

8 SLOW1: SLOW (Impedes a group of enemies reflexes in order to force them to strike later in the round.)

9 WEAK1: WEAKEN (Drains some of the strength from a group of enemies. This takes some of the edge off their attacks.)

10 ZLOCK: ZAP LOCK (Unlocks magically locked doors. The effectiveness of the spell improves with the caster's level.)

11 ZTRAP: ZAP TRAP (Disables traps. Its effectiveness depends upon the level of the caster.)

LEVEL 2 (for Magicians of the fourth rank or higher)

12 COMP1: COMPASS (Causes a magical compass to appear before the caster.)

13 DTEC1: MINOR DETECTION (Allows the caster to know if there are stairs or portals in the square.)

14 FLAME: FLAME TOSS (Creates a ball of flame which the caster can hurl at an enemy. The strength of the spell increases with the caster's level.)

15 LITE2: LANTERN GLOW (The same as the LITE1 spell, but with greater duration.)

16 MAPS1: MAPPING (This spell reveals the path the party has followed as well as hidden features up to one square away. The radius increases with the caster's level.)

17 PLACE: DETERMINE LOCATION (If the spell succeeds, it will give the exact location of the party.)

18 SDOOR: DETECT SECRET DOORS (Indicates the presence of concealed doors or portals.)

19 STRP1: STRIP (Reduces opponents resistance to magic by a small amount.)

20 TREAS: LOCATE TREASURE (Allows the caster to determine the location of any treasure that lies in a wedge-shaped path in front if the party.)

LEVEL 3 (for Magicians of the eighth rank or higher)

21 COMP2: MAGIC COMPASS (A compass which gives more precise information than the level 2 version.)

22 DTEC2: VISION (Much the same as DTEC1 but also reveals the presence of teleports.)

23 HOLD2: RESTRAIN (A double-strength HOLD1.)

24 LITE3: MAGE LIGHT (A LITE2 with even greater duration.)

25 MAPS2: MAPPING (The same as MAPS1 but includes the location of doors as well.)

26 PAIN2: ANGUISH (A double-strength PAIN1.)

27 SLOW2: IMPEDE (A double-strength SLOW1.)

28 STRP2: REDUCE RESISTANCE (A double-strength STRP1.)

29 WEAK2: SAP STRENGTH (A double-strength WEAK1.)

LEVEL 4 (for Magicians of the thirteenth rank or higher)

30 COMP3: MYSTIC COMPASS (An improved magic compass.)

31 DTEC3: CLEAR VISION (Enhances the caster's vision to reveal anything interesting nearby.)

32 EXIT2: LOCATE EXITS (The same as EXIT1, but of greater range.)

33 MAPS3: MAPPING (Similar to MAPS2 but reveals portals, all secret doors as well as some enemies.)

34 PAIN3: AGONY (A double-strength PAIN2.)

35 SLOW3: BALK (A triple-strength SLOW1.)

36 WEAK3: DRAIN (The same as the earlier versions, but much stronger.)

LEVEL 5 (for Magicians of the nineteenth rank or higher)

37 HOLD3: DELAY (A triple-strength HOLD1.)

38 STRP3: BREAK RESISTANCE (A triple-strength STRIP1.)



SHAMAN SPELLS



LEVEL 1 (for Shamans of first rank or higher)

- 1 **CARM1**: MAGIC ARMOR (Reduces a character's armor class by 1 point.)
- 2 **CURE1**: CURE LIGHT WOUNDS (A minor healing spell. Improves as the level of the caster increases.)
- 3 **DNIFE**: DANCING KNIFE (A flying knife causes light damage to an enemy for each three levels of the caster.)
- 4 **QUIK1**: QUICKNESS (Improves a character's reflexes to enable the character to attack earlier in the combat round.)
- 5 **RAGE1**: ANGER (Increases the damage done by a character.)
- 6 **SKIL1**: ENHANCE ABILITY (Improves a character's chance of hitting.)
- 7 **SNIFF**: DETECT POISON (Allows the shaman to test food and drink for poisons.)

LEVEL 2 (for Shamans of fourth rank or higher)

- 8 **CSHLD**: MAGICAL SHIELD (Creates a magical shield to deflect missiles away from the recipient of the spell.)
- 9 **GARM1**: SHIELD PARTY (Casts a CARM1 on all members of the party.)
- 10 **PWOT1**: PASS WITHOUT A TRACE (Erases any trail left by the party for two squares.)
- 11 **REPO1**: NEUTRALIZE POISON (Neutralize weak poisons.)
- 12 **SHHC**: SILENCE (Muffles the sound the caster makes, reducing the chance of attracting monsters.)

LEVEL 3 (for Shamans of eighth rank or higher)

- 13 **BLESS**: BLESSING (A combination of quickness, anger, and enhance ability cast on all members of the party.)
- 14 **CARM2**: MYSTIC ARMOR (Reduces a character's armor class by 2.)
- 15 **CURE2**: CURE WOUNDS (Heals wounds. It improves with every three additional levels the caster attains.)
- 16 **DCURS**: DETECT CURSE (Determines if an item is cursed. The shaman must be holding the item.)
- 17 **INVIS**: INVISIBILITY (Renders a character invisible. This reduces the chance of being noticed by an enemy. It will be immediately dispelled if the invisible character takes an aggressive action.)
- 18 **QUIK2**: AGILITY (A double-strength QUIK1.)
- 19 **RAGE2**: ENRAGE (A double-strength RAGE1.)
- 20 **SHHH1**: SILENCE (Muffles the sound that a character makes, reducing the chance of attracting monsters.)
- 21 **SKIL2**: ELEVATE ABILITY (A double-strength SKIL1.)

LEVEL 4 (for Shamans of the thirteenth rank or higher)

- 22 **CURE3**: CURE SERIOUS WOUNDS (Cures a wounded character of large amounts of damage. Like the weaker versions of this spell, it improves with each three additional levels of the caster.)
- 23 **DBLDS**: DANCING BLADES (As per dancing knife, except it casts three blades and one extra blade for each three additional levels of the caster and it attacks an entire group of enemies.)
- 24 **GARM2**: SHIELD SPHERE (Reduces the armor class of each member of the party by 2 points.)
- 25 **GSHLD**: GROUP SHIELD (Creates a shield which will deflect missiles aimed at a group.)
- 26 **PEVIL**: PROTECTION FROM EVIL (Protects a character from evil spells.)
- 27 **PURE1**: REMOVE CURSE (Removes the curse from an item held by the caster.)
- 28 **PWOT2**: PASS WITHOUT A TRACE (Erases the trail left by a party for four squares.)

LEVEL 5 (for Shamans of nineteenth rank or higher)

- 29 **CARM3**: SPIRITUAL ARMOR (Reduces a character's armor class by 5 points.)
- 30 **FOOD1**: NOURISHMENT (Creates a small amount of food for the party.)
- 31 **PRAYR**: PRAYER (A double strength BLESS.)
- 32 **PURE2**: REMOVE CURSE (Removes the curse from an item.)
- 33 **SHHHG**: GROUP SILENCE (Muffles the sound that a group makes, reducing the chance of attracting monsters.)

LEVEL 6 (for Shamans of the twenty-fifth rank or higher)

- 34 **BWALL**: BLADE WALL (A wall of flying, spinning knives which damages all enemies in combat. Additional knives will appear for each three levels of the caster.)
- 35 **GARM3**: PROTECTIVE GLOBE (Reduces the armor class of the entire party by 5.)
- 36 **PEVGP**: PROTECTION FROM EVIL (Protects the entire party from evil spells.)

LEVEL 7 (for Shamans of the thirty-first rank or greater)

- 37 **INTER**: INTERCESSION (This spell does ferocious damage to ALL evil creatures.)



ENCHANTER SPELLS



LEVEL 1 (for Enchanters of the first rank or greater)

- 1 **DILLS**: DETECT ILLUSION (Reveals whether or not a creature or an object is an illusion.)
- 2 **ILRAT**: ILLUSORY RAT (Creates an illusion of a rat which appears to fight for the party.)
- 3 **MSTAB**: MIND STAB (Creates a sharp stabbing pain in the brain of an opponent. The damage increases with the level of the caster.)
- 4 **OWNER**: IDENTIFY ITEM (Enchanters are able to use this spell to determine for whom an object was enchanted.)

LEVEL 2 (for Enchanters of the fourth rank or higher)

- 5 **CHARG**: CHARGE ITEM (The enchanter can recharge certain magical objects. The cost is proportional to the number of spell points put into the item, and less expensive if the enchanter is able to fully understand the spell cast into the object.)
- 6 **ILIMP**: ILLUSORY IMP (Creates an illusion of an imp which appears to fight for the party.)
- 7 **MSLIC**: MIND SLICE (A spell which when cast upon an opponent causes severe pain in the head and does considerable damage to the body as well.)
- 8 **ZILLS**: ZAP ILLUSION (Dispels an illusion.)

LEVEL 3 (for Enchanters of the eighth rank or higher)

- 9 **DEMB1**: BURN DEMON (Inflicts massive damage on demons.)
- 10 **ILORC**: ILLUSORY ORC (Creates an illusion of an orc which appears to fight for the party.)

LEVEL 4 (for Enchanters of the thirteenth rank or higher)

- 11 **ENCNT**: ENCHANT ITEM (The enchanter is able to place a spell within an item. The spell must be known by the enchanter. The cost of the spell is dependent on the level of the spell, number of uses and the usability of the item [that is, which character classes can use the item].)
- 12 **MBLST**: MIND BLAST (This spell does to an entire group of enemies what MSLIC does to a single enemy.)
- 13 **MDRAG**: MIND DRAGON (Creates an illusion of a dragon which appears to fight for the party.)

LEVEL 5 (for Enchanters of the nineteenth rank or higher)

- 14 **DEMB2**: PUNISH DEMON (This spell is similar to DEMB1, but does almost half again the damage to the demon.)
- 15 **MSCRIM**: MIND SCREAM (The same as MBLST, but inflicts damage on all enemies.)
- 16 **PSYSH**: PSYCHIC SHIELD (Protects a character from mental attacks.)
- 17 **SDEMO**: SUMMON DEMON (Calls a demon to fight for the party.)
- 18 **SDRAG**: SOUL DRAGON (The spell is like MDRAG, but the illusion is of a much greater dragon.)

LEVEL 6 (for Enchanters of the twenty-fifth rank or higher)

- 19 **DEMBG**: PUNISH DEMONS (The same as the similar level 5 spell, but inflicts damage on a group of demons.)
- 20 **SOLSH**: SOUL SHIELD (Protects a character from soul attacks, such as possession.)

LEVEL 7 (for Enchanters of the thirty-first rank or greater)

- 21 **DEMB3**: BANISH DEMON (Banishes a single demon.)



WIZARD SPELLS



LEVEL 1 (for Wizards of the first rank or greater)

1 FPROT: FIRE PROTECTION (Protects a character from fire attacks.)

LEVEL 2 (for Wizards of the fourth rank or higher)

2 DROWN: DROWN (Drowns one enemy.)

3 FIREB: FIREBALL (A ball of fire which does moderate damage to a group of enemies.)

LEVEL 3 (for Wizards of the eighth rank or higher)

4 FIREW: WALL OF FIRE (Like its name suggests, a wall of flame which engulfs all enemies and does moderate damage. Its power increases with the level of the caster.)

5 MUDD1: STONE TO MUD (Turns the party's path to mud, slowing any pursuing monsters.)

6 STORM: STORM WINDS (Gale-force winds whip against a group of enemies. This spell does heavy damage to the group selected and improves with the level of the caster.)

7 SUFFO: SUFFOCATION (Suffocates one enemy.)

LEVEL 4 (for Wizards of the thirteenth rank or higher)

8 AELEM: SUMMON AN AIR ELEMENTAL (Brings an air elemental to fight beside the party.)

9 FELEM: SUMMON A FIRE ELEMENTAL (The same as the AELEM spell, but summons a fire elemental.)

10 FPROG: FIRE PROTECTION (Protects the party from fire spells)

11 WWIND: WILD WINDS (The same as storm winds, but inflicts damage on all enemies.)

LEVEL 5 (for Wizards of the nineteenth rank or higher)

13 MUDD2: QUAGMIRE (A more powerful version MUDD1 which effects a larger area.)

14 SUFFG: SUFFOCATE GROUP (Like SUFFO, but chokes a group instead of a single character.)

LEVEL 7 (for Wizards of the thirty-first rank or higher)

15 WWALL: WIZARD WALL (This spell causes a section of wall to drop in front of the party.)



NON MAGICAL SKILLS GENERAL SKILLS (for all characters)



1 CFIRE: CAMPFIRE (Attempt to light a campfire. All you need is to use some sticks or wood. The skill improves with use.)

2 PPATH: PARTY PATH (This skill shows a map which displays the trail the party has followed.)

3 SPEAK: SPEAK TO A STRANGER (In or out of combat, a character can attempt to speak to an opponent.)



SPECIALIZED SKILLS: BARBARIAN



4 HBUIT: HEAD BUTT (A Barbarian may decide to forgo the use of steel and use the hardest substance known to man, his head.)

5 HUNT: HUNT FOR FOOD (Any barbarian can hunt for food animals.)

6 LISTN: LISTEN (When a barbarian listens, he (or she) can sometimes detect the presence of enemies nearby.)

7 SNARE: SNARE ANIMALS (A Barbarian can set traps to capture food animals.)

8 SENSE: SIXTH SENSE (Barbarians can tell if someone is following.)



SPECIALIZED SKILLS: BLADEMASTER



9 FORGE: FORGE WEAPON (A Blademaster may be able to improve the quality of a bladed weapon. The weapon must be READY, and the blademaster must have sufficient wealth in his possession and a whetstone. This skill improves as the character's level increases.)

10 SHARP: SHARPEN WEAPON (A Blademaster can sharpen a weapon and improve its performance using a whetstone.)

11 IDWEP: IDENTIFY (A Blademaster can examine a weapon and determine if it needs to be sharpened or not.)

12 WHOSE: WEAPON OWNER (A Blademaster can determine who is best suited for a particular weapon.)



SPECIALIZED SKILLS: MONK



13 IINCH: ONE INCH PUNCH (A Monk of fifth level or higher can deliver a precision blow from a short distance away. The damage is moderate, but improves with the level of the monk.)

14 IRONP: IRON PALM (A Monk of the eight level or higher is taught this technique. It is more than twice as powerful a blow as the one inch punch.)

15 EAGLE: EAGLE CLAW (A Monk of the sixteenth level learns this technique. It delivers a devastating blow with more than twice the damage of the iron palm.)



SPECIALIZED SKILLS: NINJA



16 STUN1: STUNNING TOUCH (Fifth level Ninjas gain the ability to stun opponents, keeping them from attacking for a short time.)

17 STUN2: SNAKE TOUCH (Twelfth level Ninjas can find a pressure point on an opponent and strike it in such a way that he is disabled for a moderate length of time.)

18 STUN3: NERVE CRUSH (Twenty fifth level Ninjas can find the pressure point on an opponent and apply pressure on it in such a way as to cripple an opponent for some time.)