

SPELLS

There are, in total, 156 spells in this game which your caster may or may not be able to cast. There is one spell, called "rejuvenation" that only a wizard can cast. The other 155 spells can be cast by any spellcaster and are listed on the leprechaun and molend spell lists. The first 73 spells are the general spells and the remaining 81 are the extra spells. Before any money is spent your spellcaster is at the first level and can cast the appropriate level 1 spells. With the money that your caster is allocated he can broaden his repertoire of spells and ascend through the levels. Here is a price table stating how much it costs for each caster type to ascend each level. The eight lists of extra spells may be acquired during the game.

LEVEL	WIZARD	LEPRECHAUN	MOLEND
1	0	0	0
2	30	22	15
3	30	22	15
4	60	45	30
5	60	45	30
6	60	45	30
7	90	67	45
8	90	67	45
9	90	67	45

You can never omit any spell levels.

Magic points are required to cast spells. They can be purchased at the start of the game at a rate of two magic points for every gold piece spent. A wizard will gain 24 magic points at the end of every 30th turn from the start of the game. A molend will gain 12 magic points at the end of every 30th turn and a leprechaun will gain 18 magic points, at the end of every 30th turn. See also the layout section starting on page 14 for details about classchangers. Along with the leprechaun spell listings are details about the number of times that any one spell can be cast, the period within which the spell lasts and how many magic points are required in order to cast it. Spells may only be cast a limited number of times. On reaching level 4, the caster may recast all of his level 1-3 spells, and many of those spells become more effective. For example if your caster is at level 3 and has cast the spell "speed" 3 times while at level 3 he may only cast it once more. On transferring to level 4 he may cast it four more times, and four more again on reaching level 7. This does not apply to the extra spells where the N value counts once for the whole game. An asterisk denotes the fact that when the caster reaches the top level this spell can be cast any number of times. The durations, where appropriate are given in turns.

With the exceptions of the Acid Squirt spell and the Zaabris' Holy Water spell the skill values depend on the status of the caster. Indeed whenever a caster changes his title nearly all of his old spells will either become more effective or more reliable. These figures never change. As far as the two exceptional spells mentioned above are concerned the vial or water pistol can be given to someone else to fire. For fireballs for example the duration stated is three turns and so with two actions per battle round the maximum number of shots that can be fired is 8. Under certain circumstances it is possible that a caster may fire a shot not in an official battle round like when he sees an enemy for the first time who himself wants to fire from a distance. The maximum number of shots that the spell will give is still 8 and after the sixth shot the caster will have to cast the spell again to fire more shots. In a situation where, for example, the caster is firing snowballs at something to cool it down or something he may fire a total of 8 shots in two turns firing no more 4 shots in any one turn. This is assuming that there are no enemies present and we are not in combat mode. If the caster casts one of the spells on the Weapon Spells tables that is marked with a cross and then casts another one of these spells before the first one has run out he cannot go back to the original spell again unless he casts it again.

In the two columns on the far right of the Weapon Spells tables you are told whether the spell concerned can harm ghosts and whether a shot cuts through ricochet armour (1 in 2 protection applies), is deflected back by ricochet armour or whether it is just absorbed (no damage but no deflection either). Fireballs, Snowball, flame-thrower, Dragon Breath or Scorchers will inflict no damage if an area protected by fire and frost armour. An enemy spellcaster will use his second choice spell if necessary. Some spells are listed on the

Resistabilities table. When a caster casts one of these spells at an enemy he must be able to see the enemy (or at least if a straight line can be drawn that connects the centres of the two spaces concerned without passing over any obstructions. Some of these spells will affect all of the enemies in the vicinity but others will only affect one selected enemy (as indicated in the "N.E" column in the table. If the gamesmaster can roll 1d100 the required number the enemy concerned will escape without punishment and your caster's magic points are wasted. If the required number is 0 or a negative number the enemy has no chance of escaping. On the right hand side of the table you are informed as to whether the spell can be used to harm ghosts and how much constitution is lost if the enemy does not resist where appropriate. Some spells, such as "Weather Rock Creature", only affect a certain class of enemy.

In order to cast some of the spells special magical equipment is required. There are separate spells that will create one of these objects for a limited period.

On the pages to follow are descriptions of all the spells on the general list. Descriptions of the extra spells will not be given to you until your caster acquires the spells. There are several spells in this game which magically summon creatures who will join your caster in his quest. All of the summoned creatures' attributes are listed in the Summoned Creatures Tables. If a diceroll is required to decide what creature is summoned you must reroll if necessary to satisfy these requirements.

TABLE OF CONTENTS

BASIC STATS	3
FIRING WEAPON SPELLS	7
FIRING WEAPON SPELLS	7
HAND-TO-HAND WEAPON SPELLS	8
RES SPELLS	9
SUMMONED CREATURE TABLE.....	10
LEPRECHAUN SPELL GROUPS	12
MOLEND SPELL GROUPS.....	14
SPELL DESCRIPTIONS	16
LEVEL 1	16
LEVEL 2	17
LEVEL 3	18
LEVEL 4	19
LEVEL 5	21
LEVEL 6	22
LEVEL 7	25
LEVEL 8	26
LEVEL 9	27
EXTRA SPELLS LIST 1	28
EXTRA SPELLS LIST 2	29
EXTRA SPELLS LIST 3	30
EXTRA SPELLS LIST 4	32
EXTRA SPELLS LIST 5	34
EXTRA SPELLS LIST 6	35
EXTRA SPELLS LIST 7	36
EXTRA SPELLS LIST 8	37

BASIC STATS

Listed in this table are the duration of effects of the various spells, which often depends on the level of the caster, the number of times each spell can be cast (N), magic point cost (MPC), the type of spell and items required to cast that spell, if any. If no duration values listed it means that the effects are instantaneous. For the 'fire weapon spells' a non-zero duration indicates that several shots may be fired once the spell has been cast within the duration of the spell. If the word 'staff' is written in the item column, it means that the appropriate staff is required, 'vial' means a Zaabris' magic vial and 'vac' is short for vacuum cleaner.

Spell types S – Summon spell, see **summoned creatures table**.
 F – Firing Weapon spell, see **firing weapon spells table**
 H – Hand-to-hand weapon spell, see **hand-to-hand weapon spells table**
 R – Resistible or 'res' spell, see the **res spell table**
 C – 'Cheat' spells! If you know the best places to cast these spells the game can become a little too easy! Experienced players might be asked not to cast them.

	Duration			N	Nenergy	Type	Item
	levels 1-3	levels 4-6	levels 7-9				
Level 1							
Pea shooter	2	2	2	25	3	F	
Detect traps	12	16	20	20	3		Bell
Acute hearing	6	9	12	4	7		
Revitalise	0	0	0	10	24		
Heal area	0	0	0	10	20		
X-ray vision	1	1	1	8	13		
Any weight you like!	20	40	60	8	18		
Pause	0	0	0	10	12		
Illuminate	2	4	6	20	5		Staff
Butter fingers	0	0	0	10	6	R	
Level 2							
Summon undead	100	100	100	2	28	S	
Hair	20	35	50	7	12		
What's he carrying?	0	0	0	5	15		
Disillusion	0	0	0	5	16		
Fall protection	20	40	60	5	25		
Narrow gap slide	2	2	2	2	34	C	
Summon goblin	100	100	100	2	85		
Zaabris' Holy water	0	0	0	12	13		Vial
Sonic boom	0	0	0	10	12		
Bandage	2	3	4	10	15		
Level 3							
Snowballs	2	2	2	8	9	F	
Fireballs	2	2	2	12	8	F	
Lightning	2	2	2	18	10	F	Staff
Dizzy	2	3	4	8	12	R	
Summon carnivore	100	100	100	2	36	S	
Detect traps and identify	12	16	20	5	25		Bell
Speed	3	4	5	5	16		
Purple haze	2	3	4	7	17		
Pain	1	2	3	7	20	R	
Nails	2	3	4	8	25		
Level 4							
Bank	0	100	100	4	15		
Pick pocket	0	0	0	3	25	R	
Claws	0	2	2	15	10	W	
Amputate arm	0	3	6	9	17	R	
Vacuum	0	0	0	14	22	R	
Age	0	6	-1	6	25	R	
Antipetrification	0	2	4	3	12		
Strength	0	2	4	5	29		
Impregnability	0	2	4	3	35		
Breathe	0	3	5	3	35		

	Duration			N	Nenergy		
	levels 1-3	levels 4-6	levels 7-9				
Level 5							
Alter target	0	2	4	4	31	R	
Insanity drive	0	2	4	6	23	R	
Warchesa's Gust	0	0	0	7	15	R	
Wall jump	0	0	0	1	100	C	
Enchant weapon	0	20	50	6	17		
Teleportations	0	60	-1	2	39		
Invisibility	0	3	5	3	12		
Dr Doolittle	0	3	-1	3	35	R	
Truth	0	0	0	4	20	R	
Level 6							
Command	0	-1	-1	3	45		
Summon troll	0	100	100	2	120		
Vorgu's Squirrel's	0	2	3	2	50		
Insatiable appetite	0	12	25	4	14		
Antidote	0	0	0	3	18		
Disarm trap	0	1	3	2	65	C	
Weather control	0	4	6	7	28		Staff
Translate message	0	3	-1	3	28		
Potion creation	0	0	0	5	40		Vial
Ring of fire	0	2	4	4	24		
Level 7							
Dragon breath	0	0	2	8	22	F	
Poison-tipped claws	0	0	2	9	19	W	
Blind	0	0	3	3	44	R	
Ghost vacuum	0	0	0	4	37	R	
Amputate leg	0	0	3	4	33	R	
Detect invisibility	0	0	4	3	35		
Unlock door	0	0	0	2	85	C	
Summon arthropod	0	0	100	2	64		
Party Heal	0	0	6	3	44		
Rabin's Shield	0	0	4	4	40		
Level 8							
Scorchers	0	0	2	8	30	F	
Big hand	0	0	0	2	66	R	
Superglue	0	0	3	3	28	R	
Walk through wall	0	0	0	1	200	C	
Reveal	0	0	2	2	60		
Fire&frost armour	0	0	20	3	33		
Summon Rock creature	0	0	200	2	72		
Meteor shower	0	0	2	4	45		
Dartman	0	0	1	5	35	F	
Level 9							
Protection	0	0	4	3	60		
Midas touch	0	0	3	2	86	WR	
Zaabris' Touch of death	0	0	3	2	94	WR	
Random creature mutation	0	0	-1	6	40	R	
Warchesa's Mega blow	0	0	0	2	150	R	
Eyes of Medusa	0	0	-1	2	100	R	
Siluske's Frog	0	0	-1	2	80	R	
Summon demon	0	0	100	2	125		
Call the cops	0	0	0	1	100		

	Duration			N	MPC	Type	Item
	levels 1-3	levels 4-6	levels 7-9				
Extra List 1							
Cannon hands	2	2	2	10	30	F	
Insecticide	0	0	0	5	29	R	
Drunk	0	0	0	8	24	R	
Magnet	0	0	0	5	13	R	
Cray's Strawberry jam	2	2	2	6	32	R	
Summon robot	100	100	100	2	55	S	
Imperviability	2	3	4	2	32		
Mr.Know it all	0	0	0	4	28		
Armour invisibility	10	15	20	7	24		
Pull plug	0	0	0	2	22		
Extra List 2							
Wraparound	2	2	2	17	8	F	
Stones	2	2	2	20	5	F	
I'm crushing your head	1	1	1	10	15	F	
Robot malfunction	0	0	0	3	24	R	
Cray's Legs of blancmange	3	6	-1	7	24	R	
Amputate wing	2	4	-1	3	22	R	
Hospital teleport	0	0	0	2	33		
Vorgu's Werewolf	10	15	20	7	31		
Can't fall in!	1	3	5	3	16		
Summon centaur	100	100	100	3	50		
Extra List 3							
Laser hands	2	2	2	10	32	F	
Exorcise	-1	-1	-1	2	23	R	
Dwarf	3	6	-1	7	17	R	
Slippery shoes	3	6	-1	8	20	R	
All areas Vital	3	6	-1	7	30	R	
Evaporate	0	0	0	1	36		
Teleport object	0	0	0	3	34		
Rabin's doppleganger	3	5	7	4	16		
Secret openings	17	25	-1	3	36		
Summon ghost	100	100	100	2	160		
Rejuvenation	10	15	20	4	40		
Extra List 4							
Heat seeker	0	0	0	5	37	F	
Plaster blaster	0	0	0	14	23	F	
Bloodsucker	2	2	2	12	8	W	
Long sticky tongue	0	0	0	3	42	WR	
Unstick	0	0	0	3	11		
Summon food creature	100	100	100	2	32		
Zaabis' finger extension	1	1	1	7	14		
Smash plaster	0	0	0	14	4		
Sound block	9	12	15	5	15		
Lie detect	10	20	30	3	21		
Extra List 5							
Hammer hands	2	2	2	15	6	W	
Bone crusher	0	0	0	3	18	R	
Rabin's Slow motion	2	3	4	9	26	R	
Disease	0	0	0	4	50	R	
Mumble mouth	3	6	-1	4	27	R	
Walk on water	4	6	8	1	31		
Rabin's Barrier	0	0	0	2	40		
Rabin's Teleportation	0	0	0	2	39		
Escape	0	0	0	2	80		
Strengthen armour	8	12	16	4	22		

	Duration			N	MPC	Type	Item
	levels 1-3	levels 4-6	levels 7-9				
Extra List 6							
Chopper blades	2	2	2	10	25	W	
Cobra fangs	1	1	1	8	25	W	
Drill hands	2	2	2	10	23	W	
Open Sesame!	0	0	0	2	140	C	
Summon dragon	100	100	100	2	69	S	
Flamethrower	0	2	2	15	12	F	
Blow up companion	0	0	0	2	33		
Reflection or no reflection	0	0	0	2	15		
Random location jump!	0	0	0	1	250		
Auto reload	30	60	-1	4	17		
Extra List 7							
Superman's beam	2	2	2	15	36	F	
Hot poker	2	2	2	25	3	W	
Secret backfire	0	0	0	7	23	R	
Diminish Ghost	0	0	0	3	15	R	
Weather rock creature	0	0	0	4	32	R	
Radar	10	20	30	5	30		
Ladder	0	0	0	2	25		
Freeze	3	7	11	1	44		
Ricochet armour	2	3	4	4	36		
Telescopic vision	1	1	1	7	8		
Extra List 8							
Magic Stones	2	2	2	20	14	F	
Electrified armour imitation	6	10	14	6	14		
Essence of gorgonzola	6	9	12	11	7		
Leap	0	0	0	2	45		
Lip read	0	0	0	16	14		
Summon wolfman	0	0	0	2	36		
Create magical equipment	0	0	0	2	0		
Empty bag	0	0	0	2	18		
Break Force Field	0	0	0	1	75		
Acute smell	4	8	12	2	4		

FIRING WEAPON SPELLS

	level	Distance	Firing skills			SF	Damage	DS	KG?	Ric
			1-3	4-6	7-9					
Pea shooter	1	1 - 12	45	55	65	2	1 - 4	2	No	D
Snowballs	3	1 - 16	50	60	70	1.8	3 - 8	2	No	A
Fireballs	3	1 - 16	50	60	70	1.8	3 - 6	2	No	C
Lightning	3	1 - 40	43	55	69	1.5	0 - 2*	2	No	C
Dragon breath	7	1 - 6	0	0	83	4.25	0 - 3**	2	No	C
Scorchers	8	1 - 16	0	0	80	1.8	6 - 11	2	Yes	C
Dartman	8	1 - 8	0	0	75	2	11 - 20	1	No	A
Cannon hands	E1	1 - 40	58	81	50	1.5	3 - 8	2	No	A
Wraparound	E2	1 - 12	50	60	70	2.1		3	No	C
Stones	E2	1 - 16	55	65	75	1.9	2 - 5	2	No	D
I'm crushing your head	E2	1 - 40	40	45	60	-1.4	1 - 4	1	Yes	C
Laser hands	E3	1 - 40	63	86	55	1.5	3 - 8	1	No	A
Heat seaker	E4	1 - 40	76	86	96	1	11 - 20	2	No	C
Plaster blaster	E4	1 - 9	50	60	70	4		2	No	C
Flamethrower	E6	1 - 6	55	65	75	4.25	0 - 2**	2	No	C
Superman's beam	E7	1 - 40	60	75	90	1.8	5 - 10	1	Yes	C
Magic Stones	E8	1 - 16	55	65	75	1.9	2 - 5	2	Yes	D
Zaabris' Holy Water	2	1 - 5	GWS+2			5	4 - 9	2	No	C
Acid	5	1 - 5	GWS+2			5	4 - 9	1	No	C

CL – Constitutional Loss. This is the amount of constitution that a struck victim losses. In the case of Wraparound, the strangled victim loses 6 constitution during each subsequent battle round of being strangled.

SF – Scale Factor. Amount by which the firing skill is reduced for space of distance (- 1).

DS – Defensive skill. This number indicates the number of the defensive skill used by the opponent in trying to repulse an attack.

KG? – Kill Ghosts? Indicates whether this spell will have any effect on ghosts.

Ric – Ricochet armour. There are 3 possible outcomes that may result the spell is used against ricochet armour: it is deflected back towards the attacker (D), it is absorbed by the armour but inflicts no damage (A) or it cuts through and inflicts damage (C), though the protective value of the armour reduces the damage.

* Lightning inflicts 0-2 damage to all areas, armour piercing.

** Flamethrower and dragon breath inflict damage to all areas, fire and frost armour negates damage completely, other armour reduces the damage,

HAND-TO-HAND WEAPON SPELLS

Weapon spells	level	max distance	Hand-to-hand skill			Damage	Constitutional Loss			def	KG?
			lev 1-3	lev 4-6	lev 7-9		lev 1-3	lev 4-6	lev 7-9		
Claws	4	4		45	60	3-8				3	No
Poison-tipped claws	7	4			60	3-8			18	3	No
Bloodsucker	E4	1.5	19	34	50	2-5	11	18	25	3	No
Hammer hands	E5	1	33	44	55	3-6				3	No
Chopper blades	E6	1	35	55	75	7-13				3	No
Cobra fangs	E6	1.5	35	55	75	1-4	8	15	22	3	No
Drill hands	E6	1	46	59	72	5-11				3	No
Hot poker	E7	2	36	53	70	3-7				3	No
Midas touch	9	1			35				Death	1	No
Zaabis' Touch of death	9	1			75				120	1	Yes
Long sticky tongue	E4	8	35	52	69				Death	1	No

Abbreviations are as for the firing weapon spells. The word 'Death' in the constitutional loss column indicates that the unfortunate victim is (effectively) killed outright.

RES SPELLS

These are all offensive spells which may or not affect a chosen target in the vicinity depending on whether the enemy manages to resist the spell. The percentage chance that the spell will work usually depends on the enemy's magical resistance (MR). An enemy's chance of resisting some spells depends on his inertia (Iner). In the case of 'Cray's Strawberry Jam' and 'Big Hand' the chance of resisting involves agility (AG), it is simply a case of avoiding the falling object! In the case of magnet the % chance, involving the opponent's strength (STR), is his chance of hanging onto a metallic weapon that is being attracted by the magnet.

In the 'Many?' column the spells that are able to affect more than one enemy are indicated.

	level	% chance of resisting			Many?	KG?
		levs 1-3	levs 4-6	levs 7-9		
Butter Fingers	1	MR - 25	MR - 55	MR - 55	Yes**	No
Pain	3	MR + 20	MR - 10	MR - 40	No	No
Dizzy	3	MR	MR - 35	MR - 70	No	No
Amputate arm	4		MR - 40	MR - 70	No	No
Vacuum*	4		Inertia - 20	Inertia - 40	Yes	No
Pickpocket	4		MR - 20	MR - 50	No	Yes
Alter target	5		MR - 26	MR - 60	No	Yes
Insanity drive	5		MR - 10	MR - 40	Yes	No
Truth	5		MR - 20	MR - 50	No	Yes
Dr. Doolittle	5		MR + 20	MR - 10	Yes	No
Ghost vacuum*	7		Inertia - 20	Inertia - 40	Yes	Yes
Warchesa's Gust*	5		Inertia - 20	Inertia - 40	Yes	No
Age	4		MR - 10	MR - 50	No	No
Command	6		MR + 40	MR - 5	No	Yes
Amputate leg	7		MR - 20	MR - 50	No	No
Blind	7			MR - 20	No	Yes
Big hand*	8			AG - 35	No	No
Superglue	8			MR - 50	No	No
Random creature mutation	9			MR - 80	No	Yes
Warchesa's Mega blow	9			MR - 75	Yes	Yes
Eyes of Medusa	9			MR - 55	Yes	No
Siluske's Frog	9			MR - 60	No	Yes
Midas touch	9			MR - 80	No	No
Zaabris' Touch of death	9			MR - 100	No	Yes
Long sticky tongue*	E4	Inertia + 30	Inertia	Inertia - 30	No	No
Insecticide	E1	MR - 35	MR - 67	MR - 100	Yes	No
Drunk	E1	MR	MR - 35	MR - 70	No	No
Magnet*	E1	STR	STR - 25	STR - 50	Yes	No
Cray's Strawberry jam*	E1	AG	AG - 20	AG - 40	No	No
Robot malfunction	E2	MR - 40	MR - 60	MR - 80	No	No
Cray's Legs of blancmange	E2	MR + 10	MR - 20	MR - 50	No	No
Amputate wing	E2	MR - 20	MR - 50	MR - 80	No	No
Exorcise	E3	MR - 40	MR - 70	MR - 100	No	Yes
Dwarf	E3	MR	MR - 35	MR - 70	No	Yes
Slippery shoes	E3	MR	MR - 30	MR - 60	No	No
All areas Vital	E3	MR	MR - 30	MR - 60	No	No
Bone crusher	E5	MR + 30	MR - 6	MR - 42	Yes	No
Rabin's Slow motion	E5	MR + 5	MR - 27	MR - 60	Yes	Yes
Disease	E5	MR + 40	MR - 5	MR - 50	No	No
Mumble mouth	E5	MR	MR - 25	MR - 50	No	No
Backfire	E7	MR + 8	MR - 26	MR - 60	No	No
Diminish Ghost	E7	MR - 50	MR - 80	MR - 110	No	Yes
Weather rock creature	E7	MR - 50	MR - 74	MR - 98	Yes	No

* These spells may not be cast whilst a fight has been put on pause, using the Pause spell.

** Levels 7-9 only

SUMMONED CREATURE TABLE

In this table all of the creatures that can be summoned by the various summing spells. In some cases the attributes differ according to the level of the caster and the range of levels concerned are indicated in the brackets after the creature's type name. The gnome attributes given are those that apply when in well-lit conditions. The bonuses given in the attributes table for character gnomes apply.

Name	Con	Ag	M	NoA	MR	Str	Inert	GWS	Dex	HWS	FS	Fighting damage	Fcon	Int	Sh	land	N	J	Sw	Sp	Bite	Bite damage	Bcon	App	BS	NI	Max L	Tol	bleeds	Noarea
Gnome (levels 1-3) (day)	34	48	9	2	38	34	29	25	35	35	9	1 - 2	0	70	4	44	2	33	26	25	0	0 - 0	0	4	0	15	4500	4	1	10
Gnome (levels 1-3) (night)	34	63	13	2	38	34	29	35	45	45	14	1 - 2	0	70	13	49	2	43	41	35	0	0 - 0	0	4	0	15	4500	4	1	10
Gnome (levels 4-6) (day)	37	54	9	2	38	40	35	31	41	41	12	1 - 2	0	80	12	50	2	37	29	35	0	0 - 0	0	4	0	15	6500	4	1	10
Gnome (levels 4-6) (night)	37	69	13	2	38	40	35	41	51	51	17	1 - 2	0	80	21	65	2	47	44	45	0	0 - 0	0	4	0	15	6500	4	1	10
Gnome (levels 7-9) (day)	40	60	9	2	38	46	41	37	47	47	15	1 - 2	0	90	20	56	2	41	32	45	0	0 - 0	0	5	0	15	6500	5	1	10
Gnome (levels 7-9) (night)	40	75	13	2	38	46	41	47	57	57	20	1 - 2	0	90	29	71	2	51	47	55	0	0 - 0	0	5	0	15	6500	5	1	10
Goblin (levels 1- 3)	34	56	11	2	38	34	29	35	45	45	17	17 - 2	0	60	8	49	2	35	33	25	0	0 - 0	0	5	0	15	4500	5	1	10
Goblin (levels 4-6)	37	62	11	2	38	40	35	41	51	51	20	20 - 2	0	70	16	55	2	39	36	35	0	0 - 0	0	5	0	15	6500	5	1	10
Goblin (levels 7-9)	40	68	11	2	38	46	41	47	57	57	23	23 - 2	0	80	24	61	2	43	39	45	0	0 - 0	0	6	0	15	6500	6	1	10
Koldorn (levels 1- 3)	34	61	11	2	38	35	30	30	40	40	13	13 - 2	0	60	8	49	2	35	34	20	0	0 - 0	0	4	0	15	4500	4	1	10
Koldorn (levels 4-6)	37	67	11	2	38	41	36	36	46	46	16	16 - 2	0	70	16	55	2	39	37	30	0	0 - 0	0	4	0	15	6500	4	1	10
Koldorn (levels 7-9)	40	73	11	2	38	47	42	42	52	52	19	19 - 2	0	80	24	61	2	43	40	40	0	0 - 0	0	5	0	15	6500	5	1	10
Troll (levels 4-6)	56	34	9	2	63	60	55	58	48	48	24	1 - 3	0	30	6	58	2	37	42	20	0	0 - 0	0	5	0	15	18000	5	1	10
Troll (levels 7-9)	62	41	9	2	63	70	65	66	56	56	28	1 - 3	0	50	14	66	2	42	27	30	0	0 - 0	0	6	0	15	21000	6	1	10
Hobgoblin (levels 4-6)	56	27	9	2	63	60	55	48	38	38	18	1 - 3	0	30	6	58	2	34	54	20	0	0 - 0	0	5	0	15	18000	5	1	10
Hobgoblin (levels 7-9)	62	34	9	2	63	70	65	56	46	46	22	1 - 3	0	50	14	66	2	40	62	30	0	0 - 0	0	6	0	15	21000	6	1	10
Ogre (levels 4-6)	56	27	9	2	63	70	65	48	38	38	18	1 - 3	0	30	6	58	2	38	43	20	0	0 - 0	0	6	0	15	21000	6	1	10
Ogre (levels 7-9)	62	34	9	2	63	80	75	56	46	46	22	1 - 3	0	50	14	66	2	43	48	30	0	0 - 0	0	7	0	15	24000	7	1	10
Orc (levels 4-6)	56	27	9	2	63	60	55	48	38	38	18	1 - 3	0	50	6	58	2	34	39	20	0	0 - 0	0	5	0	15	18000	5	1	10
Orc (levels 7-9)	62	34	9	2	63	70	65	56	46	46	22	1 - 3	0	70	14	66	2	40	45	30	0	0 - 0	0	6	0	15	21000	6	1	10
Boarzak (levels 4-6)	56	27	9	2	63	60	55	48	38	38	18	1 - 3	0	30	6	58	2	34	39	25	0	0 - 0	0	5	0	15	18000	5	1	10
Boarzak (levels 7-9)	62	34	9	2	63	70	65	56	46	46	22	1 - 3	0	50	14	66	2	40	45	45	0	0 - 0	0	6	0	15	21000	6	1	10
Gorilla	51	56	9	2	50	1	64	0	0	0	26	2 - 5	0	0	0	45	2	32	54	0	0	0 - 0	0	5	0	0	1	5	1	10
Lion	44	56	14	2	50	1	55	0	0	0	42	3 - 7	0	0	0	69	2	74	64	0	0	0 - 0	0	6	0	0	1	4	1	8
Bear	62	56	12	2	62	60	72	0	0	0	35	3 - 6	0	0	0	48	2	40	70	0	0	0 - 0	0	6	0	0	1	5	1	10
Crocodile(land)	48	56	8	2	53	1	70	0	0	0	44	3 - 8	0	0	0	62	2	0	99	0	0	0 - 0	0	5	0	0	1	4	1	9
Crocodile(water)	48	56	6	2	53	1	70	0	0	0	22	3 - 8	0	0	0	62	2	5	99	0	0	0 - 0	0	5	0	0	1	4	1	9
Wolf	34	56	13	2	39	1	33	0	0	0	33	2 - 5	0	0	0	60	2	69	59	0	0	0 - 0	0	5	0	0	1	4	1	8
tiger	44	56	14	2	49	1	54	0	0	0	40	3 - 7	0	0	0	68	2	71	61	0	0	0 - 0	0	6	0	0	1	4	1	8
Skeleton	20	65	20	2	37	37	37	0	45	45	30	1 - 3	0	0	4	4	3	25	9	13	0	0 - 0	0	0	0	2	7000	0	0	10
Zombie	22	12	5	2	35	35	35	0	0	0	14	1 - 3	0	0	0	25	2	13	0	16	0	0 - 0	0	0	0	0	1	0	0	10
Vampire	46	40	10	2	52	52	52	34	40	40	33	1 - 4	0	30	3	63	2	36	35	42	18	1 - 4	16	0	0	15	7500	0	0	10
Mummy	25	15	6	2	42	42	42	0	0	0	19	1 - 4	0	0	0	32	2	16	16	0	0	0 - 0	0	0	0	0	1	0	0	10
Phantom	28	40	26	2	60	1	50	0	0	0	45	0 - 0	12	42	0	999	0	42	999	0	0	0 - 0	0	0	0	0	1	99	0	1
Spectre	40	50	28	2	80	1	70	0	0	0	55	0 - 0	18	52	0	999	0	52	999	0	0	0 - 0	0	0	0	0	1	99	0	1
Wraith	52	60	30	2	100	1	90	0	0	0	65	0 - 0	24	62	0	999	0	62	999	0	0	0 - 0	0	0	0	0	1	99	0	1
Incubus	64	70	32	2	120	1	110	0	0	0	75	0 - 0	30	72	0	999	0	72	999	0	0	0 - 0	0	0	0	0	1	99	0	1
Ladybird	120	32	8	2	87	1	49	0	0	0	25	3 - 8	0	0	0	35	4	5	9	0	0	0 - 0	0	6	0	0	1	10	1	12
Ant	92	37	13	2	67	1	40	0	0	0	38	3 - 8	8	0	0	40	4	15	17	0	0	0 - 0	0	8	0	0	1	8	1	10
Wasp	87	58	26	2	71	1	44	0	0	0	28	2 - 5	0	0	0	31	4	10	11	0	16	1 - 4	8	5	0	0	1	8	1	12
Scorpion	135	28	8	2	75	1	58	0	0	0	36	5 - 10	0	0	0	44	4	12	20	0	24	1 - 4	16	8	0	0	1	10	1	15
Spider	116	30	9	2	78	1	60	0	0	0	40	4 - 9	12	0	0	57	4	72	24	0	0	0 - 0	0	10	0	0	1	11	1	12

Stag Beetle	123	25	7	2	94	1	63	0	0	0	34	5	-	11	0	0	0	28	4	10	18	0	0	0	-	0	0	8	0	0	1	11	1	12
Crab	172	15	6	2	115	1	65	0	0	0	31	5	-	12	0	0	0	21	4	6	99	0	0	0	-	0	0	12	0	0	1	15	1	16
Fly	86	66	30	2	70	1	40	0	0	0	33	3	-	6	0	0	0	37	4	10	19	0	0	0	-	0	0	4	0	0	1	8	1	12
Stallion Centaur	60	53	16	2	60	50	75	40	42.5	42.5	18	1	-	4	0	50	8	18	2	86	40	35	0	0	-	0	0	9	55	8	22000	7	1	12
Mare Centaur	52	42	14	2	54	35	65	30	32.5	32.5	13	1	-	4	0	40	2	13	2	80	32	20	0	0	-	0	0	7	45	8	17000	5	1	12
Green dragon	66	29	8	2	90	1	76	0	0	0	47	3	-	7	0	8	0	75	2	45	45	0	0	0	-	0	0	10	0	1	1	8	1	11
Red dragon	84	32	9	2	100	1	83	0	0	0	52	3	-	8	0	10	0	80	2	50	55	0	0	0	-	0	0	11	0	1	1	9	1	11
Yellow dragon	102	36	10	2	112	1	90	0	0	0	57	4	-	9	0	12	0	85	2	55	65	0	0	0	-	0	0	12	0	1	1	10	1	11
Demon	180	31	9	2	140	82	82	0	55	55	44	5	-	12	0	26	0	72	2	33	74	12	0	0	-	0	0	0	0	4	20000	99	0	10
Mr. Strawberry	29	56	12	2	23	1	20	12	38.5	38.5	12	1	-	4	0	86	0	23	2	40	35	5	0	0	-	0	0	3	0	4	2500	99	0	8
Pork pie man	58	56	7	2	62	1	58	25	21.5	21.5	7	2	-	5	0	16	0	35	2	13	19	12	0	0	-	0	0	6	0	4	2000	99	0	8
Hot dog	34	56	11	2	44	1	35	0	0	0	42	3	-	7	0	0	0	64	2	52	63	0	0	0	-	0	0	4	0	0	1	99	0	8
Spaghetti man	34	56	10	2	42	1	10	0	0	0	65	0	-	0	0	0	0	71	2	19	8	0	0	0	-	0	0	3	0	1	1	99	0	10
Mr. Potato Head	82	56	7	2	60	1	61	25	35.5	35.5	13	1	-	4	0	32	0	23	2	17	37	23	0	0	-	0	0	6	0	5	3500	99	0	8
Hamburger Man	44	56	8	2	71	1	66	27	21.5	21.5	20	2	-	5	0	21	0	50	2	19	68	12	0	0	-	0	0	6	0	4	2000	99	0	8
Bacon Tongue Beast	52	56	9	2	57	1	62	0	0	0	47	0	-	0	8	0	0	43	2	20	35	0	0	0	-	0	0	5	0	0	1	99	0	8
Vindaloo beast	79	56	8	2	67	1	63	0	0	0	39	3	-	8	0	0	0	50	2	23	42	0	0	0	-	0	0	6	0	0	1	99	0	10
Robot1	42	56	8	2	55	1	86	0	0	0	19	3	-	6	0	0	0	6	2	6	4	0	0	0	-	0	0	0	0	0	1	99	0	10
Robot2	63	56	10	2	65	1	90	0	0	0	30	5	-	11	0	0	0	13	2	10	8	0	0	0	-	0	0	0	0	0	1	99	0	10
Robot3	68	56	12	2	74	1	94	60	0	0	13	1	-	3	0	0	0	21	2	10	8	0	0	0	-	0	0	0	0	1	1	99	0	10
Wolfman1	56	56	10	2	61	1	54	50	45	45	28	3	-	6	0	25	0	59	2	44	61	0	0	0	-	0	0	5	0	8	5000	5	1	10
Wolfman2	56	56	10	2	61	1	64	56	51	51	31	3	-	6	0	35	0	66	2	54	71	0	0	0	-	0	0	6	0	8	6000	6	1	10
Wolfman3	60	56	10	2	61	1	74	62	57	57	34	3	-	6	0	45	0	73	2	64	81	0	0	0	-	0	0	7	0	8	7000	7	1	10

Con	Constitution	N	Damage sustained to each area on falling
Ag	Agility	J	Jumping Skill
M	Movement	Sw	Swimming Skill
NoA	Number of actions per battle round in combat	Sp	Sport Skill
MR	Magical Resistance	BtS	Biting Skill (or stinging skill for insects)
Str	Strength	BACL	Biting Additional Constitution Loss
Inert	Inertia	App	Appetite
Dex	Dexterity	BS	Bow Skill
FS	Fighting Skill	NI	Number of Items that the creature is able to carry
FACL	Fighting Additional Constitution Loss	Tol	Tolerance to Alcohol (NA – not affected by alcohol, or the ‘Drunk’ spell)
Int	Intelligence	No areas	The number of bodily areas that the creature has.
Sh	Shield bonus		
Land	Landing Skill		

LEPRECHAUN SPELL GROUPS

GROUP A	GROUP B
1 Pea shooter Detect traps Acute hearing Revitalise Butter Fingers	Heal area X-ray vision Any weight you like! Pause Light staff
2 Summon undead Hair What's he carrying? Disillusion Bandage	Fall protection Narrow gap slide Summon goblin Zaabris' Holy water Sonic Boom
3 Lightning Dizzy Summon carnivore Detect traps and identify Pain	Snowballs Fireballs Speed Purple haze Nails
4 Amputate arm Vacuum Antipetrification Strength Bank	Claws Age Impregnability Breathe Pickpocket
5 Flamethrower Alter target Enchant weapon Teleportations Dr. Doolittle	Insanity drive Warchesa's Gust Wall jump Invisibility Truth
6 Summon troll Vorgu's Squirrel's Disarm trap Antidote Ring of Fire	Command Insatiable appetite Weather control Translate message Potion creation
7 Poison-tipped claws Blind Ghost vacuum Detect invisibility Rabin's Shield	Dragon breath Amputate leg Unlock door Summon arthropod Party Heal
8 Scorchers Big hand Walk through wall Bird's eye view Meteor Shower	Superglue Fire and Frost armour Summon Rock creature Dartman
9 Midas touch Random creature mutation Warchesa's Mega blow Summon demon	Zaabris' Touch of death Eyes of Medusa Siluske's Frog Call the cops Protection

GROUP A

- Extra list 1** Cannon hands
Magnet
Cray's Strawberry jam
Summon robot
Increase MR
- Extra list 2** I'm crushing your head
Amputate wing
Hospital teleport
Vorgu's Werewolf
Can't fall in!
- Extra list 3** Exorcise
Dwarf
Evaporate
Teleport object
Rabin's Hologram
- Extra list 4** Heat seeker
Long sticky tongue
Unstick
Summon food creature
Zaabris' finger extension
- Extra list 5** Bone crusher
Rabin's Slow motion
Walk on water
Rabin's Barrier
Rabin's Teleportation
- Extra list 6** Chopper blades
Open Sesame!
Summon dragon
Acid
Blow up compañaion
- Extra list 7** Secret backfire
Summon Invisible man
Ladder
Freeze
Ricochet armour
- Extra list 8** Magic Stones
Electrified armour imitation
Essence of gorgonzola
Leap
Lip read

GROUP B

- Insecticide
Drunk
Mr.Know it all
Armour invisibility
Pull plug
- Wraparound
Stones
Robot malfunction
Cray's Legs of blancmange
Summon centaur
- Laser hands
Slippery shoes
All areas Vital
Secret openings
Summon ghost
- Lie detect
Plaster blaster
Bloodsucker
Smash plaster
Sound block
- Strengthen armour
Hammer hands
Melt brain
Mumble mouth
Escape
- Auto reload
Cobra fangs
Drill hands
Reflection or no reflection
Random location jump!
- Superman's beam
Hot poker
Diminish Ghost
Weather rock creature
Dragon head staff
- Acute smell
Summon wolfman
Create magical equipment
Empty bag
Break Force Field

MOLEND SPELL GROUPS

	GROUP A	GROUP B	GROUP C
1	Detect traps Acute hearing Revitalise	Pea shooter Heal area X-ray vision Butter Fingers	Any weight you like! Pause Illuminate
2	Summon undead Hair What's he carrying? Sonic Boom	Disillusion Fall protection Narrow gap slide	Summon goblin Zaabris' Holy water Bandage
3	Fireballs Purple haze Nails	Snowballs Dizzy Summon carnivore	Detect traps and identify Speed Lightning Pain
4	Amputate arm Antipetrification Breathe Pickpocket	Bank Vacuum Strength	Claws Age Impregnability
5	Insanity drive Warchesa's Gust Wall jump	Enchant weapon Teleportations Invisibility Dr. Doolittle	Acid Alter target Truth
6	Summon troll Disarm trap Ring of Fire	Command Antidote Insatiable appetite	Vorgu's Squirrel's Weather control Translate message Potion creation
7	Dragon breath Summon arthropod Detect invisibility	Ghost vacuum Unlock door Rabin's Shield	Blind Amputate leg Poison-tipped claws Party Heal
8	Big hand Superglue Dartman	Scorchers Fire and Frost armour Summon Rock creature	Walk through wall Reveal Meteor shower
9	Random creature mutation Eyes of Medusa Call the cops	Midas touch Warchesa's Mega blow Siluske's Frog	Zaabris' Touch of death Summon demon Protection

GROUP A	GROUP B	GROUP C
Extra list 1 Cannon hands Magnet Summon robot Pull plug	Insecticide Cray's Strawberry jam Mr. Know it all	Imperviability Armour invisibility Drunk
Extra list 2 Wraparound Cray's Legs of blancmange Vorgu's Werewolf	I'm crushing your head Robot malfunction Amputate wing Hospital teleport	Can't fall in! Summon centaur Stones
Extra list 3 Slippery shoes Secret openings Dwarf	Laser hands Teleport object Rabin's hologram Summon ghost	Exorcise All areas Vital Evaporate
Extra list 4 Plaster blaster Smash plaster Sound block	Long sticky tongue Lie detect Heat seeker	Bloodsucker Zaabris' finger extension Unstick Summon food creature
Extra list 5 Bone crusher Rabin's Slow motion Rabin's barrier	Hammer hands Walk on water Rabin's Teleportation Strengthen armour	Melt brain Mumble mouth Escape
Extra list 6 Chopper blades Blow up companion Random location jump! Auto reload	Drill hands Reflection or no reflection Cobra fangs	Summon dragon Flamethrower Open Sesame!
Extra list 7 Hot poker Ladder Freeze	Ricochet armour Radar Summon Invisible man	Superman's beam Secret backfire Diminish Ghost Weather rock creature
Extra list 8 Magic Stones Leap Lip read Break Force Field	Electrified armour imitation Summon wolfman Empty bag	Essence of gorgonzola Create magical equipment Acute smell

SPELL DESCRIPTIONS

LEVEL 1

PEA SHOOTER - Small, hard, round pellets are fired at the enemy.

DETECT TRAPS (staff required) - Within the Period that this spell lasts that staff will sound whenever there is a trap within 7 spaces of the caster. The walls are taken into account

ACUTE HEARING- The caster acquires the acute hearing advantage for a certain period of time.

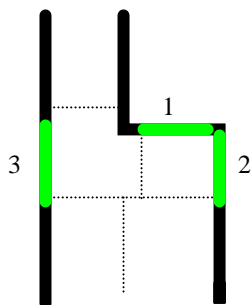
REVITALISE- Restores points of energy to all areas of the caster and restore constitution. The amount of healing depends on the level of the caster. 1 if

Level 1-3	1 to all areas	10 constitution
Level 4-6	2 to all areas	20 constitution
Level 7-9	3 to all areas	30 constitution

In addition, if the caster is level 7-9, he may caster this on one of his companions.

HEAL AREA - A selected area of the body is fully healed. If the caster is of level 7-9, he may caster this upon one of his companions. Otherwise, he may only cast it upon himself.

X-RAY VISION - The caster can see through a section of wall on him; parallel to the edge of the space that he is standing He must be standing next to the wall if the spell is to do anything. Looking at the diagram on the right if the caster is standing on the space shown he can cast this spell to make either section of wall 1 or section of wall 2 invisible but not section of wall 3 because the caster is not standing next to it. The caster may choose which of the possible sections of wall he would like to look through.



ANY WEIGHT YOU LIKE! - The caster may carry any load he likes but may only pick up objects to which a mass has been assigned. He can still only carry 15 objects. Strength requirements for weapons and shields still apply.

PAUSE - This spell, when cast during combat, puts everything else to stay still for a moment. If the caster is of level 1-3 he and his companions are allowed to perform 2 actions each. They are not allowed to walk around and, with the exception of one 'magical resistance' res spell, no offensive actions may be performed. Once a res spell has been cast, or when all actions have been performed, the action resumes. If the caster is of level 4-6 the caster and companions may perform 4 actions each. If the caster's of level 7-9 they may perform 6 actions each.

ILLUMINATION- The caster's illumination staff is illuminated for a brief period.

BUTTER FINGERS- This spell will cause the selected opponent to drop his weapon, possibly making him easier to hit, and must waste an action in picking it u again.

LEVEL 2

FALL PROTECTION- For the duration of this spell the spellcaster always lands successfully in the even of a fall. If the caster tries to cast this spell in the middle of a fall to try and save himself there is only a 60% chance that he will be able to say it in time (casting a spell always involves saying something). If the caster is level 7-9, he may caster this upon one of his companions, otherwise only upon himself.

HAIR- The caster will suddenly grow a coat of fur all over his body. With this fur he can enter the Abominable Snowman's Zone. If the cast is level 5 or higher, he may cast this spell upon one of his companions.

WHAT'S HE CARRYING? – This allows the caster to clearly see any concealed items that the enemy might be carrying.

DISILLUSION- Any illusions within the caster's visual range, including lumps of Cray's Strawberry Jam, will disappear when this spell is cast. The spell will be wasted if the caster casts this spell thinking that he seeing illusions when in fact he isn't. Ghosts are not illusions.

NARROW GAP SLIDE- If the caster is of level 1-6 he can slip through any narrow gap that a slim caster (see advantages details) would be able to squeeze through by casting this spell. If he is level of 7-9 he can cast it to slip through much narrower gaps as well.

ZAABRIS' HOLY WATER- The vial fills itself up with holy water. Your caster may chuck the liquid at zombies, skeletons, vampires and demons. Each chuck uses one third of the 250ml. A successful throw inflicts 4-9 damage.

SUMMON GOBLIN/ GNOME/ ZEMAK- Roll 1d4 to decide what is summoned.

1) Goblin 2) Gnome 3) Zemek 4) roll again

If the caster is level 1 -3 the spell the summoned person comes with one weapon. He comes with a blue shield and one weapon.

Roll 1d6 to decide which weapon

Level 3-6	Level 7-9
1 Dagger	Large dagger
1. Charger	Broadsword
2. Small club	Spiked Club
3. Hatchet	Large club
4. Short spear	Long Spike
5. Small mallet	Chopper

A summoned zemark will come with an animal. Roll 1d4.

Levels 1-6

- 1) Ostrich
- 2) Great Dane
- 3) Lynx
- 4) Wolf

Levels 6 -9

- 1) Great Dane
- 2) Lynx
- 3) Wolf
- 4) Baby Green Dragon

All magically created equipment disappears with the summoned person when the spell runs out.

SUMMON UNDEAD- An undead creature is summoned. Roll 1d4 to decide what creature is summoned and roll again if a 4 is rolled

Roll 1d6 to decide what is created –

Levels 1-3

levels 4-6

levels 6-9

- | | | |
|--------------|--------------|----------------------------|
| 1-2 Zombie | 1-2 Mummy | 1-3 Skeleton with scimitar |
| 3-4 Mummy | 3-4 Skeleton | 4-6 Vampire |
| 5-6 Skeleton | 5-6 Vampire | |

A vampire has a fighting skill and a biting skill. If the attacking roll in combat is lower than the biting skill the vampire bites the opponent, provided that it is warm-blooded. If the roll is higher than the biting skill but lower than the fighting skill, or if the opponent is not warm-blooded, the vampire merely hits the opponent. If the vampire bites the damage is inflicted to the head (really the neck) and if the opponent loses at least 2 points of energy to that area, the enemy loses 16 points of constitution. This constitution is then regained at a rate of 1 point every 4 turns.

SONIC BOOM- This spell will cause all opponents in the vicinity to hear a loud bang, if capable of hearing, and by taken aback. All enemies will miss their next actions and if unless the gamesmaster can roll 1d00 under his wits value, he receives an automatic hit from the next combatant on the spellcaster's side to attack.

BANDAGE - This spell can be used to place a bandage around an area of the body that has lost all energy so that it doesn't bleed and drain that person's constitution. This spell may be cast on the spellcaster himself or onto one of his companions.

LEVEL 3

SNOWBALLS- Balls of solid CO₂ are fired at the enemy. To demons they inflict 5-11 damage, to other creatures they inflict 3-6 damage. Two balls fired at a dragon's mouth will extinguish its flame breath.

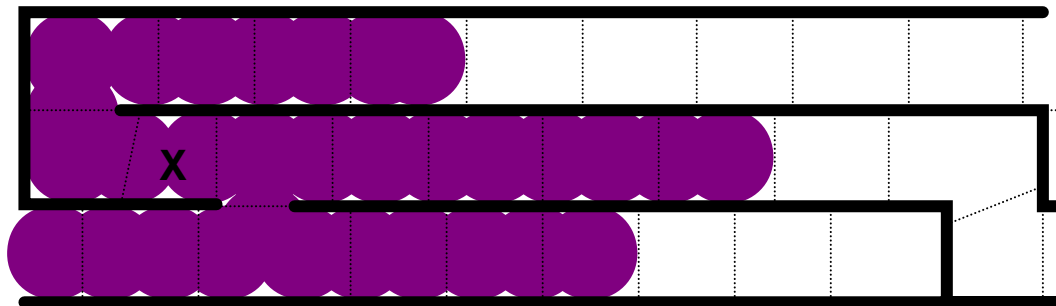
DIZZY- This makes a selected enemy feel dizzy, unless resisted.

DETECT TRAPS AND IDENTIFY- This is just like the Detect Traps spell except that when a trap has been detected the trap spaces will become light green so that you can see where they are too. If the trap is triggered by touching an object, the object will turn green (or a different shade of green if it is already green!).

PURPLE HAZE- The caster appears to be engulfed within some kind of purple gas, obscuring him somewhat. The gas though is in fact illusory and the caster, his companions and all innocent people can see right through it. If the caster is of level 1-3, the gas will expand out 3 spaces from the caster in all directions (walls are taken into account). If the caster is of level 3 it extends out 3 spaces in all directions, if he is of level 4-6 it extends out 5 spaces and it extends out 7 spaces if he is level 7-9.

Once the cloud has appeared it stays where it is and does not move when the caster moves. As far as the Table of Effects is concerned, the way the enemy's chances of being hit with a throwing weapon, firing weapon or firing spell are affected depend on how far away the enemy is from the edge of the haze. All enemy spellcasters will use up one combat action to cast the Disillusion spell (subject to an intelligence test) to get rid of the haze if they are using or are about to start using one of the spells on the Weapon Spells tables. An enemy that has an intelligence value and wants to attack hand to hand will not wander into the haze until he is aware of some kind of genuine attack from the caster or his companions that are within the haze.

This diagram shows what area the haze would take up if the caster were standing on the marked space and is of level 4-6.



FIREBALLS- Magical balls of fire are fired at the enemy, inflicting 3-6 damage to most creatures.

SUMMON CARNIVORE- Roll 1d4 to decide what animal is summoned.

Levels 1-3	levels 4-6	level 7-9
1) Silverback Gorilla	1) Wolf	1) Lion
2) Wolf	2) Grizzly Bear	2) Tiger
3) Crocodile	3) Crocodile	3) Crocodile
4) Roll Again	4) Tiger	4) Grizzly Bear

SPEED- The caster's movement is trebled for a certain period of time. He also gains one additional action in combat.

LIGHTNING- A magical bolt of lightning is fired at the enemy. The enemy will sustain either 0, 1 or 2 points of damage to each area. Armour provides no protection, except for electrical protection armour which completely negates the damage.

PAIN - This spell causes a selected opponent to reel in pain. So bad is the pain that his ability to attack is severely impaired.

NAILS - A shower of nails falls from the sky onto a selected space plus all spaces that are 3 spaces away or nearer. Everyone within the area receives 0-2 damage to all areas, though the more agile a combatant is, the less damage he is likely to sustain.

LEVEL 4

BANK - Carrying around large quantities of gold can be a nuisance. Using this spell, gold can be put aside. It comes back when the spell runs out, but any amount of it can be brought back before the expires if it is needed.

PICKPOCKET - This spell can be cast at an enemy in order to steal something that it is in his pockets. If the caster has already cast 'What's he Carrying?' he will know what objects the enemy is carrying. However he has no control over what object is stole (one is stolen at random). If the spell is resisted, no item is stolen. If the enemy is not carrying anything, no item is stolen and the spell is wasted.

ANTIPETRIFICATION- While the effects of this spell last the caster cannot be turned into stone.

AMPUTATE ARM- An enemy's arm will be amputated. The enemy will not suffer a constitutional losses of any kind because the amputation is a clean one and so the individual does not bleed and lose any constitution. You may choose which arm you would like the enemy to lose. This may be cast at a companion or the wizard himself to prevent bleeding from a wounded arm.

VACUUM- A vacuum cleaner is required but the caster doesn't have to be the one holding the cleaner. All enemies that are 5 spaces away or nearer in a direct line are sucked into the cleaner. There is a limit to the number of enemies the cleaner can contain. If there are 2 enemies within range that fail the resist the one that is nearer is sucked in and the other moved towards the cleaner through the same number of spaces that the nearer enemy moved on being sucked in. The enemy is moved along the path towards the cleaner that has the shortest number of spaces. If both enemies are the same distance away, then one, at random is sucked in and the other ends up positioned one space away from the cleaner.

If a fixed lies between the cleaner and unfortunate victim he might be able to grab onto it if the controller can roll 1d100 under his grabbing skill. The enemy will be protected if there happens to be a blob of Cray's Strawberry Jam between the caster and enemy. If there is an enemy between the two of them who manages to resist the suction the two enemies might be able to grab onto each other. Remember that the enemy being sucked will always follow the shortest possible path space-wise towards the cleaner. If the enemy in being sucked in crosses the path of one of his companions he can grab onto his companion if the gamesmaster can roll 1d100 under half of each person's grabbing skill. The enemy must have a proper pair of hands and an intelligence value once again. One thing that your caster can do is grab hold of a suitable object and use up a combat action if you think that the enemy is going to cast Vacuum or Warcheza's Gust. Both hands must be used. In this situation, if your initial roll to resist fails you must try to roll 1d100 under $\frac{1}{2}(Ag + Str)$. If you fail though your caster's grip slips. Your caster may use the Wraparound spell to grab hold of an object. You will have to roll under half the skill though. If the caster is carrying a vacuum cleaner an enemy will use his last combat action in each battle round to grab onto something if he just happens to be standing next to something suitable. If, with one combat action left, he can move over to a suitable object and grab onto it he will do so. He will not bother with the Wraparound spell though. -

Here is a list of some of the objects in this game that can be grabbed onto in defense against the Vacuum and Warcheza's Gust spells: A table, a cupboard, an open door or gate but not an open sliding door, a refrigerator, a cooker, a wooden barrier, shelves that are attached to the walls, statues, a rope or string that is firmly attached to something, a ladder, a rope ladder, all plants in The Garden and elsewhere, a telephone that is attached to the wall, a chair that is firmly fixed to the floor, a wooden sign that is firmly attached to the ground (there are many of these in The Magic Garden), a cauldron, a stepping stone, a strand of a spider's web, a body of a creature whose starting strength was over 90.

These objects on the other hand are not acceptable as far as grabbing on is concerned: An ordinary chair, a trolley, the edge of a gap in the floor, the edge of a pool, the edge of a river including The River of Death, the edge of a well or a magic well, a magic pipe, a button on the wall that is used to open a sliding door or a magic gate, a sliding wall or a section of wall that swings open, one of those yellow signs on the walls, the demon heads in The Devil's Zone, small light switches, small hooks on the wall.

Lanterns on the wall are normally too high up to be grabbed onto as are signs that hang from the ceiling.

STRENGTH- If the caster is level 4-6 his strength is increased by 25 for two turns only. If he level 7-9 his strength is increased by 45 for 4 turns.

IMPREGNABILITY – Caster becomes impregnable.

whatever weapon they currently have in use, but not as effectively they would usually. If this spell is cast at innocent people and they are unable to resist it they will start attacking. They still count as innocent people though. Because of this the spell cannot be cast at innocent people that are living in those houses that appear smaller from the outside than they do from the inside.

If this spell is cast against your character, he will not be able to do anything except attack or cast aggressive spells. He may not change weapons until the current weapon is exhausted (i.e. if he is using a crossbow, he may not change weapons until he's run out of darts).

WARCHEZA'S GUST- A short powerful blast of wind is fired in all directions from where the caster is standing. All enemies within if a straight line can be drawn that connects the centres of the spaces concerned that does not pass over any walls or other obstructions and if they are within the range of the spell. If the caster is of level 5-6 the range is 8 spaces; if he is of level 7-9 the range is 12 spaces. An enemy will be thrown back onto a wall unless he can resist the spell or grab onto a companion or suitable object on the way to save himself. The details about grabbing onto things are exactly the same as for the Vacuum spell. See page 19. To find the spot where the enemy hits the wall an imaginary line is drawn that connects the centres of the spaces that the caster and enemy are standing on. This line is then extended back until it meets a wall.

If the space that the enemy ends up at though is out of the spell's range regarding the shortest distance from the space to the caster in terms of spaces he will not hit the wall but will stop short of it. He will travel backwards as far as the spell will allow. If he does hit but the angle X that the imaginary line makes with the wall is smaller than 50° he will stop moving but will sustain no damage. If in doubt we shall say that the angle is not smaller than 50° , and thus sustains 2 points of damage to all areas.

TRUTH - This spell has led to a lot of lawyers losing their jobs. When this spell is cast upon somebody, that person is constrained into speaking the truth, unless he can resist it. If he has previously said anything that isn't true, he will correct himself.

DR. DOOLITTLE - The caster can use this spell to communicate with an aggressive animal such that they will not attack for duration in which this spell lasts. Animals that cannot hear, such as giant arthropods, are unaffected by this spell/

LEVEL 6

DISARM TRAP- No staff is required for this spell. All traps that are 7 space away from the caster or nearer will be disarmed.

TRANSLATE MESSAGE- If the caster cannot understand a message because of the language that it is written in the words change so that it is now written in Ralmathian. If the caster is of level 4-6 it will change back to the old language 3 turns later.

COMMAND- This spell will cause a selected enemy or innocent person to accompany your caster in his quest. The spell is not very reliable though. To prevent things from becoming too easy, this spell may not be cast at spellcasters, shopkeepers, flying creatures that have an intelligence value, vampires that can turn themselves into bats or a gremlin.

ANTIDOTE- If the caster has been poisoned at any previous point in the game he can relieve himself of the effects by casting this spell if he hasn't already been relieved. All constitution that has been lost as a result of poisoning will be restored.

VORGUIS SQUIRREL- This spell will turn the caster into a squirrel. As a squirrel he cannot pick up any objects. He can eat anything that he could have eaten but he can only eat two units within the few turns that he is a squirrel unless the Insatiable Appetite spell had previously been cast. The caster cannot cast any spells when he is a squirrel but can turn himself back-into a person at any time. It does however take up a few seconds (and one combat action) to turn himself back. When anyone sees the caster the gamesmaster will attempt to roll 1d100 under the enemies intelligence SECRETLY

to decide whether the enemy is aware of the spell's existence or not. All enemy spellcasters will be aware of the of the spell's existence. If an enemy who wants to attack hand to hand is aware of the spell and therefore reckons that the squirrel is an adventurer he will stand still and wait for the character to come close before he attempts a strike. If the caster survives the strike he can, and no doubt will, turn back into a person (with all of the objects he'd been carrying previously). If however the path that the enemy is standing in is more than 3 spaces wide he will start to move when the squirrel is 3 spaces away from the caster. The caster can at this point turn back into his natural form and the enemy will have the first battle round. An enemy who wants to attack from a distance will take a shot straightaway if he thinks that the squirrel might be an adventurer. If the enemy- is a cat or a dog it will make a charge at the squirrel straight away. As a squirrel the caster can slip through any narrow gap that a wizard who has cast the Narrow Gap Slide spell can slip through. A squirrel can press the buttons on a keyboard but cannot press the large buttons that open doors or magic gates.

SUMMON TROLL/ OGRE/ ORC/ HOBGOBLIN/ BOARMAN- Roll 1d6 to decide which of these character types is summoned.

- | | | |
|--------------|------------|---------------|
| 1) Troll | 2) Ogre | 3) Orc |
| 4) Hobgoblin | 5) Boarman | 6) Roll Again |

Remember that hobgoblins have acute hearing and excellent night vision. The summoned person comes with one weapon and a green shield. Roll 1d6 to decide which weapon

Level 6

- | | |
|---|--------------|
| 1 | Large Dagger |
| 2 | Spiked club |
| 3 | Mace 1 |
| 4 | Broadsword |
| 5 | Large Club |
| 6 | Hatchet |

Level 7-9

- | | |
|---|------------------|
| 1 | Flail |
| 2 | Two-handed sword |
| 3 | Poleaxe |
| 4 | Mace 2 |
| 5 | Carried Arrow |
| 6 | Chopper |

VORGU'S WEATHER CONTROL- By casting this spell the caster can suddenly change the weather from being sunny to either cloudiness, rain, snow or a thunderstorm. You may choose which of these conditions you, would like. If the caster is outdoors a general change of weather is created and sunny conditions will return when the spell wears off. However if the caster is indoors he can cast this spell to simulate some weather.

If he is within a location this simulated weather will cover the whole of that location. If he is indoors but not inside a location the simulated weather will extend out 6 spaces from the caster in all directions taking the walls into account. If indoors this spell could be used to simulate sunny weather which will kill vampires or gremlins and could be used to provide illumination although for a flap to be raised at least half of the spaces must be within the right area. If rain or a thunderstorm is created water can be collected.

	RAIN	THUNDERSTORM
BUCKET	90ml per turn	180ml per turn
VIAL	10ml per turn	20ml per turn
CUP OR GLASS	30ml	60ml
SYRINGE OR WATER PISTOL	2ml	4ml

If the caster is not standing in a rainy area for a whole turn then the volume collected can be worked out by considering the ratios. For every half-turn that any particular caster or creature is within a thunderstorm there is an 18% chance that he will be struck by lightning and sustain 3 points of damage to all areas. The lightning will not affect anyone wearing electrocution protection armour. When in combat the controller of each combatant should, after each battle round, roll 1d100 to see whether the combatant is struck or not if he is at that point within the thunderstorm. The spell's effects can be terminated at any time. If the Weather Control Staff ever leaves the zone of simulate weather the weather turns itself off. The caster does have to be touching the staff for the spell to work but having cast the spell he can leave it behind.

INSATIABLE APPETITE- For the duration within this spell lasts there is no restriction to the number of units of food that, the caster can eat within any period of 25 turns. The restriction of only being able to eat 2 units of food/drink within any one turn still applies. If the caster is of level 7 or higher he may cast this spell upon one of his companions, otherwise only upon himself.

ZAABRIS' POTION CREATION- This spell will fill a Zaabris' magic vial with a potion. You may choose which potion you would like the caster to create, however it takes 6 turns for the potion to appear if the character is of level 6 or 7, 3 turns if he is of level 8 or 9.

BLUE: This spell will increase the drinker's strength by 30 before it then drops back down again by one point at the start of each turn.

GREEN: This potion will restore up to 3 squares of energy on each area and up to 30 points of constitution lost poisoning and vampire bites or whatever.

YELLOW: The drinker becomes impregnable for 5 turns.

GREY: The drinker becomes invisible for 5 turns

PURPLE: The drinker's movement is trebled

BLACK: The drinker regains up to 50 points of constitution lost through poisoning, blood loss or for any reason other than physical damage.

RED: The drinker's Magical Resistance is increased by 40 for 5 turns

BROWN: This potion will fully restore energy on up to three different areas.

RING OF FIRE - A ring of flames of 50cm in radius appears around the character's waist. Anyone who attacks with a weapon that has a max distance of only 1 has a 30% chance of receiving 1-3 damage to an area at random each time a successful strike is made to either combatant.

LEVEL 7

POISON TIPPED CLAWS- This spell works in exactly the same way that the Claws spell works except that the claws are tipped with poison. Whenever the caster strikes an enemy with these claws and causes him to lose at least 2 points of energy as a result the enemy is poisoned and loses 16 points of constitution.

PARTY HEAL - This spell will heal 10 points of energy to all members of the party, allocate to whatever areas the player wishes, and restore 16 points of lost constitution to each.

GHOST VACUUM- This just like the Vacuum spell except that it only affects ghosts.

AMPUTATE LEG- Like "Amputate Arm" except, obviously, it is a leg that is amputated. You may choose which leg you would like the enemy to lose.

UNLOCK DOOR - Unlocks any door that would require a key to be opened normally.

SUMMON ARTHROPOD- Roll 1d8 to decide what arthropod is summoned. If it is a winged arthropod your caster can not order it to fly over walls or and collect things nor indeed can the caster ride on any of these creatures. These giant arthropods will just follow the caster, not any of the companions, around the labyrinth and attack enemies when ordered. There are some enemies in this game that are so tall that when attacked hand to hand by a much smaller individual not all of the areas of this enormous enemies body can be struck. When a ladybird or stag beetle is ordered to attack either- one of these tall enemies or another flying creature it will fly. Also if it is crossing a pool or river or a gap in the floor or something like that it will fly but at all other times these two creatures will refrain from flying and will keep their wings covered. Flies and wasps on the other hand will fly around all the time unless one of their wings are lost. If an insect loses a wing it will not lose any constitution at the start of each subsequent turn. Figures inside brackets on the Summoned Creatures tables apply only when one wing is lost. Where there are two figures on top of each other inside one box the bottom figure applies when one wing has been lost. In the case of the crab the bottom set of figures apply when it is in water. Several of these arthropods have a stinging skill as well as a fighting skill. In the cases of the ant and the black widow the stinging skill *is* the fighting skill. A successful bite from either of these two creatures will inflict some physical damage and inject some poison if this damage is sufficient to cross off a square or if all of the squares on that area have already been crossed off In the cases of the scorpion and the wasp the stinging skill is much lower than the fighting skill. When rolling to strike if the figure is lower than the stinging skill the insect will sting. if the figure is higher than the stinging skill but lower than the fighting skill the insect will just hit or pinch the opponent in the case of the scorpion. A scorpion or wasp will always attempt to sting an opponent even if the opponent is not affected by poisoning. A successful sting will inflict 1-4 damage and if this is sufficient to remove 2 squares of energy from the area struck, the enemy is poisoned.

- | | | |
|----------------|----------------|-------------|
| 1) Fly | 2) Ant | 3) Ladybird |
| 4) Scorpion | 5) Black Widow | 6) Crab |
| 7) Stag Beetle | 8) Wasp | |

- DRAGON BREATH-** A magical blast of fire is fired at the enemy.
- DETECT INVISIBILITY -** Any invisible enemies or invisible objects that are within 7 spaces of the caster within the duration of the spell appear, with a red glow, so that the casters knows that wouldn't be able to it otherwise.
- BLIND –** This spell causes the caster's body to shine very intensely for a second or so, such that all enemies who are looking at him are almost unable to see, unless the can resist the spell.
- RABIN'S SHIELD -** This spell create a translucent spherical shell around the caster. When the caster moves, the shield moves as well. Anyone can move through the shell, but no projectiles thrown or fires by hand or by magic may enter the sphere, however the can leave the sphere.

LEVEL 8

- SUPERGLUE-** A selected enemy will become glued to the floor. If the enemy becomes glued he is much more vulnerable if attacked from the rear than if he were attacked from the front or the sides. An attack that is within 80° of being straight behind counts as an attack from behind.
- FIRE AND FROST ARMOUR-** The caster is given a full suit of Fire and Frost armour for a certain period of time. If he is already wearing some kind of magical armour he will lose it and get it back again when the spell wears off. If the casters old armour was extra strong armour it retains the extra strength.
- SCORCHERS-** These are like fireballs but are larger and more powerful and can harm ghosts.
- WALK THROUGH WALLS-** The caster will walk straight through a thin wall or hedge. He must be standing next to a wall and he must walk through it along a line that is perpendicular to the wall. Walking through a wall takes up one movement space. This spell is, in effect, exactly the same as the Wall Jump spell except that it can be used in places where there is a ceiling overhead.
- A BIG HAND-** A huge fist will appear above a selected enemy and will come crashing down upon him. The enemy can avoid it if he has at least one movement space left in the current turn and if the gamesmaster can roll 1d100 under agility. Two points of damage are inflicted to each area; armour gives protection.
- SUMMON ROCK CREATURE-** A creature made of limestone is summoned. These creatures cannot be struck with bare fists. They cannot be poisoned, stunned or suffocated but can be electrocuted and are certainly affected by acid. Indeed acid will do twice as much damage to these creatures as it does to creatures that are made of protein. They can survive in The Abominable Snowman's Zone and are not affected by fiery spells.
- REVEAL -** The caster rises 30m into the air, if there is no ceiling. He is able to see what is going on anywhere on the map. He must land before moving again and cannot attack while airborne.
- DARTMAN –** This spell turns the caster into a sharp-pointed projectile of roughly the same volume and is launched at an opponent at about 30 meters per second, inflicting potentially serious damage.

METEOR SHOWER - This spell creates a shower of intensely hot lumps of rock over a selected square plus all others within a 5 space radius. Anyone within the shower is liable to sustain damage. The meteors vary in size. The more agile a characters might be able to avoid the largest ones. Half of the damage inflicted is due to the force and half due to the heat, so fire and frost armour divides the damage inflicted by 4.

LEVEL 9

PROTECTION - On casting this spell an angel appears above the caster's head and sprinkles some magic dust. This not only makes the character impregnable, but his magical resistance is increased by 40, is immune to poison, electrocution and extreme cold and any constitutional loss due to spiritual damage is halved.

MIDAS' TOUCH- Within the period that this spell lasts any enemies that the caster touches will turn into a solid gold statue. The whole enemy, including his armour and the objects that he is carrying, will turn into gold even if the caster only touches one of the objects that he is carrying. These carried objects, which will have become part of a statue, cannot be taken away.

SUMMON DEMON- A demon with a trident is summoned.

EYES OF MEDUSA- Any enemies that are looking at the caster when this cast are turned into stone unless the line along which the enemy is looking is more than 80° off the direction in which the caster is facing. The caster will only have the Medusa eyes for a brief moment. If a small enemy is turned into stone it can be used as a weapon by the system described under Midas' Touch but this stone is just 5 times as dense as flesh, we shall say. Rock creatures are not affected by this spell will affect enemies when in the dark. Enemies that can't see, such as zombies, mummies & skeletons will not be affected.

SILUSKE'S FROG- This is the famous spell that turns princes into frogs. This spell does however work on all creatures except those that can resist the spell. Kissing them will revert them back to normal, but you wouldn't want to do that.

WARCHEZA'S MEGA BLOW- A magical blue hemisphere appears and moves outwards from the caster at great speed. All enemies, including ghosts, which are in the vicinity feel a very powerful shock wave when it hits them that will drain away their constitution. Its effect on humans is usually to cause vital organs to explode, such as the brain, heart or liver. If the heart or liver explode a hole passing right through the person's chest will result.

VORGU'S RANDOM CREATURE MUTATION- This spell will turn a selected enemy into a completely different creature, which will continue to attack if it is able. If you cast this spell at one of your companions the spell is always successful and no rolling to resist is necessary. Any objects carried by a metamorphosed person will vanish. The player must roll 1d100 to determine what the new creature is, but is not permitted to see the list! This spell may be cast twice at the same enemy.

ZAABRIS' TOUCH OF DEATH- This spell will transform the caster's arms, such that they are longer and resemble vulture's claws. Should he lays these hands onto an opponent, he will lose 120 points of constitution, unless he can resist the spell which, for all but the most powerful adversaries, is highly unlikely. Unlike the Midas Touch spell if the caster accidentally touches one of his companions the companion is not harmed.

EXTRA SPELLS LIST 1

CANNON HANDS - One of the mage's hands turn into a broad gun barrel, firing armour piercing shots. If the caster is of level 7-9, the gun fires a burst of 6 shots and the skill given in the firing weapons spells table is for each shot.

INSECTICIDE - This spell will cause all arthropods in the vicinity to lose 60 points of constitutional through poisoning, unless they can resist the spell.

DRUNK - This spell injects a quantity of the alcohol into a selected enemy, unless the spell is resisted, taking immediate effect. The number of units injected depends on the level of the caster

Level 1-3	3
Level 4-6	5
Level 7-9	7

The victim's alcohol level recovers at the usual rate of 1 unit every 40 turns.

MAGNET - If an enemy is using a metallic weapon, this weapon can be pulled from his hands and stolen by the caster, unless the opponent 'resists' the spell by being strong enough to hang onto it.

CRAY'S STRAWBERRY JAM - This spell causes a vast blob of strawberry jam to fall onto the space where the enemy is standing and onto the 2 surrounding space. The target enemy will be covered by the jam unless they are sufficiently agile to escape. Any other combatants, including the casters' companions, might also be affected by the jam although it is easier for them to escape as they are nearer. Enemies hit the jam will be knocked down unless the gamesmaster can roll 1d100 under inertia, in which case he either loses the first action of their next battle round, or the caster will have a free hit. From thereon in, any enemies moving through the jam are slowed and cannot fight as well as they would otherwise.

Eating the jam has no effect.

SUMMON ROBOT - A robot is summoned. If the caster is of level 1-3 the robot's weapon is a pair of pincers. If he is of level 4-6 the weapon is a pair of drill hands. If he is level 7-9 the robot has a built-in laser gun (skill = 60, damage = 3-6, armour piercing except against metallic armour).

IMPERVIABILITY - This spell increases the magical resistance of the caster by 40.

Mr. KNOW IT ALL - If the caster is asked a general knowledge question, he can find out the answer by casting this spell.

ARMOUR INVISIBILITY - This causes any armour that the caster is wearing to become invisible. This is so, for example, an enemy archer will not be aware if the caster is wearing arrow-protective armour, though will realise that something is wrong after the third ineffective hit.

PULL PLUG - If water or other liquid is being held inside a pool by a plug or trap door, the fluid can be drained away by casting this spell. The cast must be able to see the fluid to do this. If there is no plug at the bottom of the pool, the spell is wasted.

EXTRA SPELLS LIST 2

WRAPAROUND - This spell causes a vine to spring out from the caster's sleeve and strangle an opponent. If the strangle is successful the enemy loses 6 constitution in the first instance and then another 6 constitution at the end of each subsequent battle round for the opponent if he is unable to escape. He can escape by inflicting 8 points of damage with fire, a gun or a bladed weapon to the vine or by inflicting 15 points of damage by other means. Whilst being strangled the opponent's fighting ability is impaired. Only enemies that breathe oxygen lose constitution as a result of strangulation, and that lost constitution is regained at a rate of 1 per turn.

STONES - The caster fires a rock at the opponent.

DIMITRI KUZBATSOV'S "I'M CRUSHING YOUR HEAD!" - Dimitri Kuzbatsov is a human from Siberia on planet Earth. When was a young boy he used to pretend he was crushing people to death by putting his hand out in front of him and pressing his right thumb and index finger together along his line of sight to whoever the person concerned was. While doing his he would repeat to himself "I'm crushing your head! I'm crushing your head". Then one day he did this someone who had been bullying him at school. The bully instantly collapsed and fell unconscious. He was taken to hospital and then died four hours later. This is a rare case of magic power developing on Earth.

This spell only inflicts 1-4 damage, but always to the head. It differs from all other fire weapon spells in that in that it more likely to work against distant enemies than nearby enemies.

ROBOT MALFUNCTION - Unless this spell can be avoided, it causes a selected robot or android to malfunction and stop moving.

CRAY'S LEGS OF BLANCMAGE - Unless spell is resisted, it causes the muscles in the legs of a selected enemy to turn into blanchmage, making it much harder for them to walk.

AMPUTATE WING - This spell, unless resisted causes a flying enemy to lose a wing, and thus no longer able to fly.

HOSPITAL TELEPORT - There is a hospital in the shopping area of the main labyrinth, area 100. This spell can be used to teleport the whole party to this hospital for all-purpose remedies. They may wait there for up to 20 turns before going back, but must stay inside the hospital for that period.

VORGU'S WEREWOLF - Although most people would not like to the idea of turning into a werewolf, it does make the character stronger and gives him a coat of insulating fur. He may change from his normal form to a werewolf any number of times at will for the duration of this spell. The metamorphosis takes up 1 combat action.

CAN'T FALL IN! - If a character is standing on ledge or next to a pool of hot water during combat, there is normally a 30% chance that he will fall in if he loses half or more of his energy on a particular area from a single blow.

If, however, this spell has been cast, the caster will never fall in.

SUMMON CENTAUR - A centaur is summoned. If the caster is of level 1-5 a female (mare) centaur is summoned. If the caster is level 6-9 a male (stallion centaur is summoned. In both cases the centaur comes with a quiver, a bow and 24 arrow 1s.

EXTRA SPELLS LIST 3

LASERHANDS - One of the character's hands turn's into a laser gun. If the caster is of level 7-9 the laser gun fires bursts of 5 shots and the skill given in the firing spells tables are for each shot. Laser gun shots pierce all armour types except for the metallic armours.

EXORCISE - If any party member has become possessed by a virtual demon, this spell will cast out the offending demon, unless the spell is resisted.

DWARF - This causes a selected enemy, unless resisted, to be significantly reduced in height, making him slightly harder to hit, but much weaker. The caster may cast this spell upon himself, with 100% chance of success, so that he is small enough to walk through a narrow gap.

SLIPPERY SHOES - This spell gives a selected humanoid enemy with proper feet a pair of slippery shoes. These shoes cannot be removed for the duration of the spell. Every time this enemy takes a step there is a 30% chance that he will fall over. It will cost him 2 spaces of movement and 1 combat action, or, if he has no more combat actions a free hit for the party.

ALL AREAS VITAL- This spell, unless resisted, cause all of a selected enemy's bodily parts to become vital areas, such that 2 points of constitution are lost for each point of energy removed from any area. The enemy becomes unconscious if all energy is lost to any area of the body.

EVAPORATE - This spell is like Pull Plug, but it is better in that it will cause any body of water or other liquid to evaporate instantly. This could be used to evaporate an enemy's potion before he has time to drink it!

TELEPORT OBJECT - By casting this spell the character is able to teleport any moveable object under 16kg to any space on the map that he is currently on.

RABIN'S HOLOGRAM - This spell is in just about every fantasy role-play game ever made. It causes a hologram of the caster to appear. The enemy will see the mage split into two and have no idea which is the real mage, and which the hologram, until he tries to hit him. The player may move the real and virtual mage around independently. If the caster strikes the enemy, it will look as though the hologram is also striking him, if within range.

SECRET OPENINGS - This spell causes all secret opening/lever spaces to permanently turn grey so that the caster will know where they are. Also, the gamesmater states how many secret openings there are on the current map.

SUMMON GHOST - This spell summons a ghost, the type of ghost summoned depends on the level of the caster

1 - 3	Phantom
4 - 5	Spectre
6 - 7	Wraith
8 - 9	Incubus

This summon spell differs from the others in that it may only be cast if fighting against another ghost and when the fight is over the ghost vanishes. The spell may be cast in a fight where there are ghosts as well as other enemies, in which case the ghosts are able to fight against the normal enemies and will not disappear until all enemies, ghost or otherwise, in the vicinity are killed.

REJUVENATION - Only a wizard may cast this spell. It causes the wizard to temporarily go back to when he was just 2 Gallar years old. They will retain all of their spell knowledge but are young and agile again. It is a shame that wizards age so quickly.

EXTRA SPELLS LIST 4

HEAT SEEKER – With this spell a heat-seeking missile is fired at an enemy of object, creating a type 2 explosion. Because the missile is heat-seeking, it may be fired around corners and at any enemy within a range of 20 spaces. It cannot be fired over a wall if fired in area where there is no roof.

PLASTER BLASTER – With this spell the mage fires a large blob of plaster, weighing 25kg, at an enemy. If it hits the enemy it will harden 4 turns later. Within that period the enemy will be severely impeded if his inertia is below 60. If the enemy's inertia is above 60, additional blobs are required; divide by 60 and round up to find out how many blobs are required. Once all the plaster has hardened, the enemy is immobilised, provided sufficient blobs have been fired. They will then suffocate, losing 10 constitution per turn. The hardened plaster can be broken open by inflicting 15 points of damage to it. You will have to break open the plaster over an enemy if you wish to pick up anything that he was carrying. The coating of plaster can be smashed with the Smash Plaster spell.

BLOODSUCKER – The caster's nose turns into a long proboscis, like that of a mosquito, with which he is able to stab the opponent. The stabbing inflicts 2-5 damage. If the victim bears a blood circulatory system and loses at least 2 points of energy over the area of the body struck, the victim loses blood and either 11, 18 or 25 constitution depending on the level of the caster.

LONG STICKY TONGUE - If you're feeling a little hungry, cast this spell! The caster's tongue turns into that of a giant frog. It can extend out to a distance of 8 spaces and with it the caster is able to pick up an enemy, draw him into his mouth and swallow him. That is unless the opponent either evades the tongue or is too inert to be picked up (see res spells table). The enemy, and everything he was carrying, then vanishes from existence. The opponent may use weapons and shields to avoid being picked up. If he does so that object is gobbled up but the enemy survives. For clarification, if the defensive roll is above or equal to defensive skill 1 but below defensive skill 2 a shield is used and if it is above or equal to defensive skill 2 but lower than defensive skill 3 the weapon is used.

UNSTICK - This spell can be used to relieve the caster or one of his companions from a situation where they are stuck to something. This could be to counteract the effects of the spells Superglue or Long Sticky Tongue (in the later case there is only a 50% that the spell will be cast in time).

CRAY'S SUMMON FOOD CREATURE - This spell summons a 'food creature'. There are 8 different types of food creature. If the caster is of level 7-9 he may choose which creature he wishes to summon, otherwise the player must roll a die.

Level 1-3, roll 1d6

1 Mr. Strawberry
2 Hot Dog
3 Pork Pie Man
4 Spaghetti Man
5 Hamburger Man
6 Roll Again

Level 4-6, roll 1d8

1 Mr. Strawberry
2 Hot Dog
3 Pork Pie Man
4 Spaghetti Man
5 Hamburger Man
6 Mr. Potato Head
7 Bacon tongue Beast
8 Vindaloo Beast

Spaghetti Man strangles with strands of spaghetti. If a strangulation is successful the victim loses 6 constitution initially and then 6 more at the end of subsequent battle round for the victim. For the victim to escape he must inflict 2 points of damage with fire, a gun or a bladed weapon to the vine or by inflicting 4 points of damage by other means. This damage is inflicted to Spaghetti Man's right or left arm. The Bacon Tongue Beast has a tongue coated with acid. Food creatures are immune to poisoning and have no circulatory system but can be electrocuted and breathe oxygen.

Mr Strawberry, Pork Pie man, Hamburger Man and Mr. Potato Head can use the following weapons.

Hand-to-hand weapons

		mass / g	max dist	Skill	damage	SR	DV	cost	hands	OD
Knives	Dagger	500	1	½ HWS + 5	3 - 6	0	0	15	1	
	Kitchen knife	500	1	¾ HWS - 5	3 - 7	0	1	27	1	
	Large dagger	1500	1	¾ HWS + 2	3 - 8	0	2	45	1	
	Stiletto	500	1	½ HWS + 4	2 - 5	0	0	8	1	
Spears and Forks	Short spear	1000	1	¾ HWS	3 - 6	0	2	19	1	
	Wooden stake	100	1	½ HWS - 1	1 - 4	0	0	6	1	
Axes	Hatchet	1000	1	¾ HWS - 3	3 - 6	0	2	15	1	
Maces	Mace	2000	1	¾ HWS	3 - 6	0	2	19	1	
Clubs and other bashing weapons	Baseball bat	1000	1	¾ HWS + 1	2 - 5	0	4	16	1	
	Cricket bat	1000	1	¾ HWS + 1	3 - 6	0	4	25	1	
	Small club	1000	1	½ HWS + 5	2 - 5	0	1	9	1	
	Small mallet	1500	1	¾ HWS + 1	2 - 5	0	2	12	1	
	Spiked club	1500	1	½ HWS + 7	4 - 9	0	1	40	1	
Chargers	Short spike	2000	1	¾ HWS - 5	3 - 6	0	2	12	1	

THROWING WEAPONS

	mass / g	max cc dist	Hand skill	CC damage	SR	DV.	hands	Throw dist	Throw skill	SF	Throw damage	Throw SR	cost
Cricket ball	100	1	½ Dex -2	1 - 4	0	0	1	2 - 10	¾ GWS 4	1.6	1 - 4	0	16
Dart	0	1	½ Dex -2	1 - 4	0	0	1	2 - 5	GWS -5	3.3	1 - 4	0	11

ZAABRIS' FINGER EXTENSION - This spell extends the mage's index finger to a length of up to 9 spaces. This can be done to pick up small objects if they bear suitable ring or hook. It can also be used in conjunction with touching spells to touch distant enemies. The spells concerned include The Midas Touch and Zaabris' Touch of Death, for which this spell was intended top aid.

SMASH PLASTER - With this spell, a hardened coating of plaster over either an enemy or companion can be smashed open.

SOUND BLOCK - This can be a very useful spell if used at the right time. While the spell lasts no opponent is able to hear any sound that the party makes. It could help delay a surprise attack or, if someone is invisible, that person might be able to slip past an enemy completely undetected. Any sounds produced by traps set off by the party are also muted.

LIE DETECT - With this spell, the caster is able to determine whether something that anyone says or something written down is either misleading or complete lie. If somebody says that you think might be a lie but you haven't cast this spell, you will have to cast the spell and pretend that you didn't hear what the first time and ask him repeat himself! He might or he might not.

EXTRA SPELLS LIST 5

- HAMMERHANDS** - The hands of the mage turn into steel hammers, which can be used as a weapons.
- BONE CRUSHER**- This causes all skeletons in the vicinity to instantly shatter, unless the spell is resisted.
- RABIN'S SLOW MOTION** - This spell can be used to make a chosen enemy or chosen object move at half the speed it would normally. If cast at an enemy it can be resisted.
- DISEASE** - Unless the spell is resisted, the unfortunate victim of this spell catches a fatal disease. He loses 10 points of constitution at the start of each subsequent turn. It affects only creatures with a circulatory system.
- MUMBLE MOUTH** - This spell can be cast at any enemy spellcaster. Unless it is resisted, it causes the spellcaster's speech to become jumbled. The result is that there is only a 50% chance that any spells will be cast correctly.
- WALK ON WATER** - This spell gives the caster power to walk over the top of the surface of a pool of water or other liquid. If this liquid is painful to touch, he will receive damage to the legs for each equivalent space walked upon. Obviously, the damage sustained is much less than would be if he fell into the liquid.
- RABIN'S BARRIER** - This spell is similar to Rabin's shield. This time the translucent shield is fixed once created. The caster and his companions can walk into and out of the sphere but his opponents cannot. However all weapons and projectiles can pass into and out of the sphere.
- RABIN'S TELEPORTATION**- The caster can move himself around the map that he is on to any position he chooses provided that there are no obstruction in the way and provided that he does not have to leave the map he is and come back again. An obstruction could be a wall or hedge or perhaps an enemy within an alleyway that is only one space wide. What you should do is move your finger along the map to show where the caster is moving. If the path that your finger follows runs into an enemy or an invisible force field unexpectedly you may retrace your steps. When the caster is moving under these circumstances he effectively hovers above the ground and cannot set off any traps, secret openings or teleportations. He also cannot jump over any walls. He may not go through narrow gaps unless he is slim or has recently cast the Narrow Gap Slide spell. Once he has completed his teleportation his turn is over. The caster may not pick things up or carry out any complicated actions in the middle of his teleportation.
- ESCAPE** – This spell should be cast in an emergency, when the party believes that it is trapped or has no chance of survival. This spell will effectively reverse time to a situation where it was not trapped. However, this spell will not bring back any items that the party has lost nor heal any wounds sustained.
- STRENGTHEN ARMOUR** - The strength of the mage's armour is increased by 1 for a period of time.

EXTRA SPELLS LIST 6

CHOPPER BLADES - The mage's hands turn into rotating blades which can inflict a severe amount of damage to the opponent. If the opponent has cast Rabin's Slow Motion, the damage inflicted by the blades is halved (and the skill is multiplied by 0.65).

COBRA FANGS - One of the mage's hands turns into a cobra with venomous fangs. These fangs inflict 1-4 damage plus a constitutional drainage.

DRILL HANDS - The mage's hands turn into drills. Rabin's Slow Motion spell will affect the inflicted damage of this spell in a similar way that it does to Chopper Blades.

OPEN SESAME! - This spell can be invaluable. It will open up nearly all locked doors and chests in this game and many other things as well. It will not open a magic gate.

SUMMON DRAGON - A dragon is summoned. The type of dragon summoned depends on the level of the caster.

Level 1-3	Green dragon
Level 4-6	Red Dragon
Level 7-9	Yellow Dragon

None of these dragons can fly. They all have flame breath. They have a small intelligence, though they can't articulate.

BLOW UP COMPANION - One sneaky way of surprising your opponent is to cause one of your companions to explode. This is a good spell to cast if the creature is a summoned creature about to disappear anyway, or if he is about to die. If the caster is of level 1-3 the explosion is a type 1 explosion. If the caster is level 4-6 the explosion is either a type 2 explosion, as chosen by the caster. Demons explode on death. If this spell is used to blow up a demon, the resulting explosion cannot be weaker than that by which it would explode anyway. The explosion can be stronger than it would have been otherwise if allowed by the caster's level.

RANDOM LOCATION JUMP - I dare you to cast this spell! Roll 1d6 and then 2 d10s to decide the number of the location to which the whole party is transported.

FLAMETHROWER- A jet of burning methane gas is fired at the enemy.

AUTO-RELOAD - When cast at a firing weapon, that weapon, from then on, will reload automatically, provided the ammunition is available, with no effort on the character's part.

REFLECTION OR NO REFLECTION - There are creatures, such as vampires that produce no reflection in a mirror. This spell will reveal the reflection of such a creature such that the party might be aware of its presence. This spell will also cause the caster to produce no reflection himself, thus possibly not revealing his presence to his foes.

EXTRA SPELLS LIST 7

- SUPERMAN'S BEAM** - As I'm sure you'll remember, the strong man from Krypton had the ability to fire some kind of laser beam and heat things up. It is not a laser beam though, it is a beam of magic energy that is capable of wounding ghosts as well as real creatures.
- HOT POKER** - One of the mage's arms turns into a red hot iron poker. The damage rating is 3-7 but damage is halved against fire and frost armour.
- BACKFIRE** - This spell is cast at a specified enemy. Unless it is resisted, the next time the enemy strikes any member of the party, the damage is inflicted to himself.
- DIMINISH GHOST** - This spell causes all ghosts in the vicinity to fade somewhat, and lose constitution.
- WEATHER ROCK CREATURE** - A spell that causes rock creatures, unless resisted, to at partially break up and lose constitution.
- RADAR** - This spell cause the caster to be able to detect the existence any life forms within 14 spaces of him. He will not be able to detect whether they are hostile. He will not be able to cast any res spells against them.
- LADDER** - This spell creates an immovable vertical ladder, equivalent to a height of 2 spaces up which the party is able to climb.
- FREEZE** - This spell causes a pool of liquid to freeze and become solid.
- RICOCHEAT ARMOUR** - This spell gives the caster a non-removable suit of ricochet armour. If he is already wearing armour, that armour vanishes for the duration of this spell.
- TELESCOPIC VISION** - The caster gains the ability, for one turn, to be to clearly examine objects that are up to 25 spaces away that he would otherwise not be able to. This could be used to read a message on a wall, for example.

EXTRA SPELLS LIST 8

- MAGIC STONES** - This spell is the same as the Stones spell, but the stones are enchanted and can harm ghosts.
- ELECTRIFYING ARMOUR IMITATION** - This spell gives the character an illusory suit of electrifying armour. If the caster is already wearing armour the markings on his existing armour change to that of electrifying armour, but it's properties are retained. If an opponent recognises the markings, he may choose an alternative method of attack.
- CRAY'S ESSENCE OF GORGONZOLA** - This spell exudes a powerful smell of mature Gorgonzola cheese, which few creatures find likeable. Arthropods don't have a problem with the smell but all other smelling creatures do, including food creatures. Affected enemies will attack, but not very well.
- LEAP** With this spell the caster might launch himself over a gap (over a river or chasm perhaps). This applies to any gap for which rolling 1d100 under jumping skill would normally be required.
- LIP READ** This spell gives the caster the ability to lip read. This can be useful when facing another spellcaster as he can guess what spell is about to be cast against him, if the spell is in his repertoire.
- SUMMON WOLFMAN** a wolfman is summoned.
- CREATE MAICAL EQUIPMENT** This spell can be used to temporarily create any of the magical objects that can be used at the start of the game. The nenergy cost of the spell is equal to price of the object in gold pieces.
- EMPTY BAG** This spell will empty the bag of a vacuum cleaner, so that it can be reused.
- BREAK FORCE FIELD** This spell can be used to break an invisible force field.
- ACUTE SMELL** This spell gives the caster an acute sense of smell, which can help on occation.