



FREEZE (WIZARD)

MEANS: THROW A BLUE SPELL BALL AND IF IT HITS THE TARGET THERE IS AN EFFECT.

EFFECT: THE AFFECTED TARGET MUST REMAIN FROZEN IN PLACE FOR 30 SECONDS.

CHARGES: THE CASTER RECEIVES AS MANY CHARGES AS THEIR LEVEL PERMITS UP TO A LIMIT OF EIGHT. IF THE CASTER LEVELS UP, THEY RECEIVE ONE ADDITIONAL CHARGE PER LEVEL RAISED.

RECHARGE: THERE ARE NO RECHARGES UNLESS ANOTHER SCROLL BOOK IS FOUND.

HOW TO LEARN THE SPELL? IN ORDER TO UNLOCK THIS SPELL THE CASTER MUST TELL GANDALF THE GREY THE ELVISH WORD FOR "FREEZE".

SLEEP (WIZARD)

MEANS: THROW A YELLOW SPELL BALL AND IF IT HITS THE TARGET THERE IS AN EFFECT.

EFFECT: THE AFFECTED TARGET MUST REMAIN SLEEPING (LYING ON THE GROUND) FOR 60 SECONDS.

CHARGES: THE CASTER RECEIVES AS MANY CHARGES AS THEIR LEVEL PERMITS UP TO A LIMIT OF FOUR. IF THE CASTER LEVELS UP, THEY RECEIVE ONE ADDITIONAL CHARGE PER LEVEL RAISED.

RECHARGE: THERE ARE NO RECHARGES UNLESS ANOTHER SCROLL BOOK IS FOUND.

HOW TO LEARN THE SPELL? IN ORDER TO UNLOCK THIS SPELL THE CASTER MUST TELL GANDALF THE GREY THE ELVISH WORD FOR "SLEEP".

FIREBALL (WIZARD)

MEANS: THROW A RED SPELL BALL AND IF IT HITS THE TARGET THERE IS AN EFFECT.

EFFECT: THE AFFECTED TARGET LOSES EXACTLY HALF OF ITS REMAINING HITPOINTS. IF A WRAITH, FOR EXAMPLE, HAS 20 HIT POINTS AND IS STRUCK BY THE FIREBALL IT NOW HAS 10 HIT POINTS. IF THAT SAME WRAITH IS HIT AGAIN, IT GOES FROM 10 TO 5 HIT POINTS, ETC.

CHARGES: THE CASTER RECEIVES AS MANY CHARGES AS THEIR LEVEL PERMITS UP TO A LIMIT OF TWO. IF THE CASTER LEVELS UP, THEY RECEIVE ONE ADDITIONAL CHARGE PER LEVEL RAISED.

RECHARGE: THERE ARE NO RECHARGES UNLESS ANOTHER SCROLL BOOK IS FOUND.

HOW TO LEARN THE SPELL? IN ORDER TO UNLOCK THIS SPELL THE CASTER MUST TELL GANDALF THE GREY THE ELVISH WORD FOR "FIRE".

HEAL WRAITH TOUCH (CLERIC)

MEANS: THROW A GREEN SPELL BALL AND IF IT HITS THE TARGET THERE IS AN EFFECT.

EFFECT: THE AFFECTED PERSON IS HEALED FROM THE TOUCH OF A WRAITH. THE AFFECTED REJOINS THE LAND OF THE LIVING AND THEIR HITPOINTS ARE COMPLETELY RESTORED. IF HEAL WRAITH TOUCH IS CAST ON SOMEONE NOT CURRENTLY IN THE WRAITH WORLD, IT HEALS THE TARGET 2 HPS.

CHARGES: THE CASTER RECEIVES AS MANY CHARGES AS THEIR LEVEL PERMITS UP TO A LIMIT OF THREE. IF THE CASTER LEVELS UP, THEY RECEIVE ONE ADDITIONAL CHARGE PER LEVEL RAISED.

RECHARGE: THERE ARE NO RECHARGES UNLESS ANOTHER SCROLL BOOK IS FOUND.

HOW TO LEARN THE SPELL? IN ORDER TO UNLOCK THIS SPELL THE CASTER MUST TELL GANDALF THE GREY THE ELVISH WORD FOR "HEAL".

ASTRAL WALK (CLERIC)

MEANS: THROW AN ORAGNE SPELL BALL TO THE GROUND.

EFFECT: ASTRAL WALK ENABLES THE CLERIC (AND THEIR PARTY) TO ESCAPE DANGER: THE CLERIC THROWS THE BALL DOWN AND ANY PLAYER CHARACTERS WITHIN 30 FEET OF THE CLERIC ARE PROJECTED 200 FEET IN ANY DIRECTION. ANY ENEMY NEARBY MUST WAIT FOR THE CLERIC AND THEIR PARTY TO GET 200 FEET AWAY BEFORE REJOINING THE PURSUIT (OR JUST COUNT TO 60 BEFORE PURSUING AGAIN).

CHARGES: THE CASTER RECEIVES ONLY ONE ASTRAL WALK CHARGE. CLERICS DO NOT RECEIVE MORE ASTRAL WALKS PER LEVEL. INSTEAD THE SPELL IS CONSIDERED A BLESSING FROM THEIR PATRON GOD OR GODDESS.

RECHARGE: THERE ARE NO RECHARGES UNLESS ANOTHER SCROLL BOOK IS FOUND OR A SPECIAL ITEM IS DISCOVERED.

HOW TO LEARN THE SPELL: TELL GANDALF THE GREY THE ELVISH WORD FOR "WALK".