Dungeon Plungin

SPELL BOOK

Game Masterless Dungeon Crawling

Version 3.7.5

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Without them, this would have been impossible!

The Spell Book

The Spells contained in this book are available to Heroes with the appropriate Magic School ability, and may be acquired with Gold in Town or as Quest rewards, in the form of spellbooks.

These are not the only spells in the game: there may be some exclusive to Monsters (as noted in their description) or special Spells available as Quest rewards. When a spell is used by Monsters, substitute the words “Monsters” for “Hero”, and vice-versa in its description.

Each school of magic represents an element or concept:

Magic School	Affects...	Advantages	Disadvantages
Air (White)	Wind, lightning, sleep, dreams, fleeting, thoughts, freedom, movement, speed	Best range and largest area of effect for damage	Lowest duration spells
Earth (Brown)	Rocks, underground, hardening, passive, stillness, stubbornness, toughness, barriers, pits	Best duration spells, protection spells	Lowest range and speed
Fire (Red)	Fire, heat, aggression, courage, impatience, rage, purification through obliteration	Greater damage	Not many utility besides damage, mostly instantaneous effects
Water (Blue)	Water, waves, rain, ice, snow, calmness, silence, basic emotions and instincts	Good close range area attacks, minor crowd control (pushbacks, freezes, etc), minor buffs and minor healing	Low range and damage
Light (Yellow)	Goodness, divinity, blessings, heaven, courage, vision, prophecies, truth	Heal/buff/protect whole party; good against undead and demons	Only/mostly damages undead and daemons
Shadow (Grey)	Secrets, stealth, shadows, fear, evasion, lies, bluffing, demons	Good crowd control and area debuffs, short range teleports, summon demons	Indirect effects, may be dangerous to caster and allies
Nature (Green)	Life, growth, plants, healing, balance, serenity, body	Best at healing, great crowd control (single/area)	Worst at direct damage
Necro (Black)	Evil, death, decay, undead	Best single target debuffs, commands undead	Double edged effects may harm/hinder caster
Metal (Orange)	Gold, weapons, armor, locks, traps, mechanisms, ambition, greed, mind over matter	Best at handling objects, items and equipment	Some spells may need components (gems or "junk" items), which occupies an inventory space.
Royal (Purple)	Mind, sanity, charm, influence, loyalty, diplomacy, confusion, tyranny, command	Controls enemies actions, confuses, changes laws, best at summoning	Worst at direct damage, some spells (like controlling monsters) may use the caster's own actions in order to remain active
Chaos (Magenta)	Insanity, transformation, transgression, space/time, multiverse, alternate realities	Can fudge die rolls; has a bit of everything - all imaginable effects apply	Mostly random effects, may affect party, enemies or both

IMPORTANT: More so than any other Book, this is a work in progress. Some ideas are still being tested and require a substantial amount of playtest and feedback. The final version may look very different from this.

Air Magic School

Gust of Wind

You stretch your arms and the winds answer with a strong current of air.

Difficulty: 1

Target: 8 squares

Duration: instantaneous

The wind blows away any Object or Character You can move them in a straight line, up to a number of squares equal to the successes on the casting check. This movement is treated as flying. Allies can be moved safely, but Monsters try to resist with a dif 1 RES check to move only half the distance (large creatures get a +2 bonus on this check, while Flying creatures take a -2 penalty).

Overcast (dif 3): you can hurl a target in a straight line. The movement ends as soon as it hits another Character or Object, which is pushed back 1 square. The collision deals 1 damage and Stuns both targets. The second target can make a dif 3 DEX save to negate the damage and the stun, but not the pushback. The hurled Monster can still make a dif 3 RES check to reduce the distance it is thrown by half, but if the collision still occurs, there is no damage

Overcast (dif 5): the difficulties to resist increases to 5, for both targets.

Haste

This spell allows the target to run as fast the wind.

Difficulty: 1

Target: 5 squares

Duration: one round per success on the casting check

Target Hero gains a +2 bonus to MOV.

Overcast (3): target also gains an extra Movement Action.

Overcast (dif 5): All Heroes within 5 squares gain +2 to MOV and an extra Movement Action.

Levitate

The air gently lifts your target above ground and it can fly anywhere.

Difficulty: 2

Target: 1 Hero within 5 squares.

Duration: 1 round

Instead of walking, the target can fly a number of squares equal to the successes on the MAG casting check. Unless the recipient takes any damage, this spell's duration can be sustained for an extra round.

Overcast (dif 4): all Heroes within 5 squares are affected.

Lighting Bolt

Electricity zaps from your fingers, blasting your enemy and arcing to the next.

Difficulty: 2

Target: 8 squares

Duration: instantaneous

Lightning strikes a Monster which takes 1 damage. Then a secondary bolt jumps to another Monster of your choice, within 5 squares, which also takes 1 damage. They can avoid the damage with a dif 3 DEX check.

Overcast (dif 4): increase the damage of the first bolt to 3, and up to three secondary bolts chains to Monsters within 5 squares, dealing 2 damage. The difficulty to dodge the bolts increase to 5.

Silence

You suppress all sound, disrupting magic.

Difficulty: 3

Target: 3x3 area

Duration: until dispelled or there are no Monsters in the area.

No Characters in the area can cast spells or use any Magical or Supernatural abilities that need to be activated by an Action, unless they pass a dif 3 WIT check. If a Hero in the area must roll on a Monster Awareness chart, he can roll an extra dice and choose the better result.

Overcast (dif 5): either increase the area to 5x5 or the difficulty to 5.

Pure Breeze

You evoke freedom from the boundless Realms of Air, and liberate your allies from their afflictions.

Difficulty: 4

Target: 3x3 area centered on you

Duration: 1 round

Heroes in the area gain +1 to MOV and all negative conditions affecting them are removed (purged).

Tornado

This spell causes the air to swirl at such great speed that nothing can stay in place.

Difficulty: 5

Target: a 5x5 area within 8 squares

Duration: 1 round

All creatures in the area take 2 damage and you move them a number of squares equal to the successes on the MAG casting check (or half that distance and only 1 damage on a successful dif 3 DEX check). This movement is considered flying. The square at the center of the area is the eye of the storm, and is unaffected.

Earth Magic School

Harden

You harden the skin of an ally, which takes the appearance of stone.

Difficulty: 1

Target: 3 squares

Duration: special

The Hero negates 3 damage from attacks (but not from spells). Once the 3 damage are averted, the spell ends.

Overcast (dif 3): negates 5 damage.

Overcast (dif 5): affects all allies within range, who negate 3 damage each.

Rock Punch

Your fists become stone and you can pack a serious punch.

Difficulty: 1

Target: self or touch

Duration: Until there are no visible monsters.

The target gains a +2 bonus when attacking unarmed.

Overcast (3): increase ATK bonus to +3.

Overcast (5): increase ATK bonus to +5.

Rockfall

A block of stone is lifted above your target. You snap your fingers and let if drop.

Difficulty: 2

Target: 1 square, up to 3 squares from you

Duration: permanent (special)

You create a block of stone that falls on a target square, which breaks and leave debris all over the floor, forcing a Character passing through it to spend 2 squares of Movement. If there is a Character on that square, it must pass a RES 3 check or take 1 damage and be stunned for one turn. Move that Character 1 square in any direction. This spell can fill a Pit, effectively closing it.

Overcast (dif 4): you summon a greater block of stone, which fills a 2x2 area, affecting all under it, causing 3 damage. The stone does not break, and fill the entire area, blocking all movement and line of sight passing through it. The RES check difficulty increases to 4.

Stone Pillar

The ground shakes and pillars of brute rock emerge from it.

Difficulty: 2

Target: 3 squares

Duration: until dispelled

Tall pillars of stone appear on empty squares of your choice within range. They block passage and are indestructible. You can create a number of pillars equal to the successes on the casting check. Each can be dispelled individually, at will, otherwise they are permanent.

Pit

The earth cracks and you open a fissure on the ground. The hole is big enough to trap a Troll.

Difficulty: 3

Target: 2x2 area, up to 3 squares from you

Duration: permanent

You open a 2x2 Pit. If there is a Character on that square, it must pass a dif 2 DEX check to move 1 square away safely, or fall and take 1 damage. Climbing out takes a whole turn, and a successful dif 1 RES check. The pit is permanent, but you can use this spell again to close it (or any other Pit you encounter), unless there is anything inside. Unless they can fly, Monsters move around the Pit.

Overcast (dif 5): you can close a Pit even when there's a Character inside it! This causes 5 damage and if it survives, the target's lower body is stuck on the ground, immobilizing it. A successful dif 3 RES check reduces the damage to 2 and avoids being stuck (no immobilization).

Earthquake

Seismic forces bend at your command, and a stomp of your feet is enough to crack the earth and send your enemies to the ground.

Difficulty: 4

Target: All Monsters within 3 squares.

Duration: instantaneous

Pushback (1 square) all Monsters in range. They take 1 damage, plus 1 extra damage for each success over 5, and fall to the ground, Stunned, if they fail a dif 3 RES check.

Petrify

This complex spell mimics the Medusa's gaze. Many wizards were turned to stone while trying to perfect it.

Difficulty: 5

Target: 3 squares

Duration: 1 round for every 2 successes on the casting check

The Character turns to stone, unable to take any Action, for 1 round for every 2 successes on the casting check. At the start of its turn, target can make a dif 3 RES check to break free of the enchantment.

A Fumble when casting this spell turns it against you.

Fire Magic School

Flame

Magic fire darts from your hands and blasts your enemy.

Difficulty: 1

Target: 5 squares

Duration: instantaneous

The target takes 2 points of damage, unless it succeeds in a dif 1 DEX check.

Overcast (dif 3): increase the damage and DEX difficulty to 3.

Overcast (dif 5): increase the damage and DEX difficulty to 5, and the target takes 3 damage, even if it succeeds.

Rage

The blood boils, and the mind fills with rage!

Difficulty: 2

Target: self or touch

Duration: 1 round

Target takes 1 damage, gains a +1 bonus to ATK rolls and causes 1 extra damage. The effect lasts for one round, until the end of target's next turn. On a Fumble, you take 1 damage.

Overcast (dif 4): all Characters in the Target's tile are affected with Rage.

Fireball

You throw a small burning sphere among your enemies which explodes in violent flames.

Difficulty: 3

Target: 2x2 area within 5 squares

Duration: instantaneous

Targets in the area take 1 point of damage, unless they succeed in a dif 2 DEX check.

Overcast (dif 5): increase the damage and DEX difficulty to 3, but the targets take 1 damage, even if they succeed. The area affected by the blast widens to 3x3.

Fire Shield

Suddenly, fire doesn't feel so hot anymore.

Difficulty: 3

Target: self or touch

Duration: 1 round per success on the casting check

Per round, take 2 less points of damage from fire based attacks and effects, from any source.

Overcast (dif 5): reduce up to 5 points of fire based damage from any source.

Consume

You inscribe an object with a fire sigil and watch it burn.

Difficulty: 4

Target: 1 inanimate object, door or chest.

Duration: instantaneous

It causes damage to inanimate objects equal to your total MAG, destroying it forever (see Bashing Doors/Chest). You absorb its essence and gain 1 LIFE, plus 1 for each success beyond 4 on the MAG casting roll, up to the item's total LIFE. You can burn items in your inventory (consider they possess 1 LIFE for every 25 Gold of their total cost).

Inferno

You have mastered the power of fire, conjuring it from thin air, all around you!

Difficulty: 5

Target: All Characters within 3 squares.

Duration: 1 round

All Characters within 3 squares of you take 3 points of damage. A successful dif 5 DEX check reduces the damage to 1. The Inferno lasts until the start of your next turn, and will affect anyone entering the tile until then.

Wall of Fire

At your command, a bright red fissure appears on the ground and quickly bursts into flames, reaching as high as the ceiling.

Difficulty: 5

Target: continuous adjacent/diagonal squares, range 3 for the first, one square for each success on the MAG casting check.

Duration:

The target squares are set on fire. If a Character starts its turn on the fire, it takes 1 damage. At the beginning of you Turn, remove one square of the wall from the board. Any Character voluntarily passing through the burning squares, also suffers the damage.

Water Magic School

Fog

A cloud of mists rises and obscures vision.

Difficulty: 1

Target: 2x2 area within 5 squares

Duration: 1 round

The target area is filled with a thick mist, causing all Monsters inside to suffer a -1 penalty on attacks. Ranged attacks passing through the mist are also affected. Heroes are unaffected. Wind can disperse the mist

Overcast (dif 3): increase the area to the entire tile.

Overcast (dif 5): the mist is so thick, no Monster can see more than 1 square away (adjacent or diagonal).

Ice Shards

A cascade of sparkling ice freezes your opponent.

Difficulty: 2

Target: 5 squares

Duration: instantaneous (1 round)

The shards causes 1 damage to the target, which is allowed a dif. 1 RES check to negate. If it takes damage, it remains frozen in place until the end of your next turn. While frozen, the target cannot move. A pushback ends this effect.

Overcast (dif 4): the difficulty to resist increases to 3, and if failed, the frozen target can can't take Action on its next turn.

Slow

The creature's movements are slowed, as if it were underwater.

Difficulty: 2

Target: 3x3 area within 5 squares

Duration: 1 Round

Targets take a -2 penalty to stats. Water creatures are immune. Overcast (4): besides the penalty to stats, the targets can only take one Action.

Torrent

You conjure a waterfall against your foes.

Difficulty: 3

Target: Monster in adjacent squares (diagonal included)

Duration: instantaneous

Monsters in the area of effect take 1 damage and are pushed away from you. They can negate the damage, but not the pushback, with a RES 3 check.

Overcast (dif 5): increase the range, damage and pushback distance to 2.

Refresh

Wash away any illness or poison in the body and speed its recovery.

Difficulty: 4

Target: self or touch

Duration: instantaneous

The target hero recovers 1d6 LIFE or recovers from Poison.

Blizzard

The air chills as snow and ice swirls around you.

Difficulty: 5

Target: 1 Tile, within 6 squares of you

Duration:

The entire Tile becomes icy and slippery, costing 2 squares of movement to walk on it, for the remainder of the game. Each Monster in the Tile suffers 2 damage or only 1 if they succeed in a dif 3 RES check. If they fail, aside from damage, they are also frozen in place until they pass a dif 3 RES check made each turn. While frozen, the target can only take one Action, and cannot move. A pushback ends this effect.

Light Magic School

Flash

A burst of white light blinds your opponents

Difficulty: 1

Target: 5 squares

Duration: 1 round

The target Monster is blinded for 1 round. It can only see/target adjacent and diagonal squares and take a -1 penalty on all rolls. Only a dif 3 WIT check can prevent this effect. This spell also ends all kinds of Darkness effect on the target's tile.

Overcast (dif 3): All Monsters within 2 squares of the target are blinded, and the penalty increases to -2.

Overcast (dif 5): All Monsters within 5 squares of the target are blinded, and the penalty increases to -3.

Force Field

A circle of protective runes appears on the ground around you, protecting all allies inside.

Difficulty: 1

Target: 3x3 area centered on caster.

Duration: 1 round or as long as caster takes no damage or moves.

All Heroes in the circle of protection, a 3x3 area centered on the caster, roll an extra +1 dice to defend against attacks and spells.

Overcast (dif 3): The circle pushes Monsters away and prevents them from moving inside.

Overcast (dif 5): attacks cannot pass through the force field, unless attackers ATK is greater than the caster's MAG. Those inside the circle gain +2 dice to defend. While the circle is active, the caster can't take any Action.

Turn Undead

The undead cower and shiver beneath this spell, which is much appreciated by priests.

Difficulty: 2

Target: All undead and Daemon within 5 squares.

Duration: 1 round

The affected Monsters must pass a dif 1 WIT check or immediately take a move action away from the caster. Until your next turn ends they take a -2 penalty on all rolls.

Overcast (dif 4): The targets also receive 1 point of damage if they fail a dif 2 WIT check. Also, increase the penalty to -3.

Healing Light

This spell closes wounds and restores an ally's health.

Difficulty: 3

Target: self or touch

Duration: instantaneous

The target hero recovers 1d6 LIFE.

Overcast (dif 5): all Heroes within 2 squares are healed up to 1d4 LIFE.

Holy Light

You open a gate to the divine realms allowing holy light to pass through.

Difficulty: 3

Target: 5 squares

Duration: instantaneous

The target takes 3 damage (1 if it succeeds on a dif 3 RES check). Undead and Daemons take double damage.

Overcast (dif 5): the spell affects a 3x3 area.

Magic Gate

You inscribe a circle on the ground, and its magic takes you and your allies somewhere else.

Difficulty: 4

Target: 5 squares

Duration: 1 round

Create a magic portal in a 2x2 area. At your choice when casting the spell, all Characters who end their turn inside are transported either to another Magic Circle you found in the dungeon or back to Town. Monsters cannot be taken to town, but can use an active portal to travel to another gate in the dungeon (randomly determine which one, in case there is more than one)

Resurrection

You contact the soul of a recently dead creature, calling it back to its body, which slowly regenerates.

Difficulty: 5

Target: 1 adjacent square

Duration: instantaneous

An adjacent Character you touch is revived with 1 Life.