Azathoth 1991

MIT Assassins' Guild

Cushion of Wind

Type: Air Level: 1 SpCost: 1 Damage: --
Range: M Duration: Inst Target: 1 person
An air cushion stops target
from falling, preventing damage.

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Azathoth 1991

MIT Assassins' Guild

Create Wind

Type: Air Level: 1 SpCost: 1 Damage: --
Range: M Duration: Conc Target: --
Spell creates strong wind which
the caster can control for feats
of mild telekenisis, for so long
as he concentrates -- does not attack,
defend actively, or move. Start reciting
integer cubes to simulate concentration.

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Azathoth 1991

MIT Assassins' Guild

Hurricane

Type: Air Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: Inst Target: All in 10' x 30' path
Targets are all pushed to the
end of the path.

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Azathoth 1991

MIT Assassins' Guild

Gust of Wind

Type: Air Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: 5 rnd Target: 1 opponent
Target is prevented from
entering the caster's ZC.

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Small Projectile

Type: Air Level: 1 SpCost: 1 Damage: 5
Range: M Duration: Inst Target: 1 opponent
Target takes damage from a nearby object. Doesn't work in areas without nearby loose objects.

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Azathoth 1991

MIT Assassins' Guild

Personal Cocoon

Type: Air Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: Conc Target: caster
Caster is protected from attack for so long as caster concentrates: does not attack, defend actively, or move. Start reciting the cubes of integers to simulate concentration.

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Azathoth 1991

MIT Assassins' Guild

Windshield

Type: Air Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: 5 rnd Target: 1 person
Target becomes immune
to ranged attacks.

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Summon Air Servant

Type: Air Level: 1 SpCost: 1 Damage: --
Range: -- Duration: 10 min Target: --
This spell conjures a creature to serve the caster. It cannot fight or speak, but obeys commands. It may carry only one item at a time. It must remain within 30 feet of the party

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Azathoth 1991 ***MIT Assassins' Guild***

Reflect Missile

Type: Air Level: 2 SpCost: 2 Damage: --
Range: -- Duration: 3 rnd Target: Caster
All ranged attacks
at target are redirected to attacker.

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Azathoth 1991 ***MIT Assassins' Guild***

Fly

Type: Air Level: 2 SpCost: 2 Damage: --
Range: ZC Duration: 5 min Target: 1 party
Targets can fly at
normal walking speeds.

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Azathoth 1991 *MIT Assassins' Guild*

Vacuum

Type: Air Level: 2 SpCost: 2 Damage: 6
Range: M Duration: Inst Target: 1 opponent

Whirlwind
Air
2
2
4
M
Inst
1 opponent
Target takes damage and is thrown
to the floor. Next round will be
at 1/2 defense while getting up,
and cannot attack or move.

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Azathoth 1991 *MIT Assassins' Guild*

Turbulence

Type: Air Level: 2 SpCost: 2 Damage: --
Range: ZC Duration: 5 rnd Target: 20’ radius
All ranged attacks
are swept out of the air.

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Azathoth 1991 *MIT Assassins' Guild*

Burst of Wind

Type: Air Level: 3 SpCost: 4 Damage: --
Range: M Duration: Inst Target: 1 opponent
Target is disarmed.

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Azathoth 1991 *MIT Assassins' Guild*

Bubble of Air

Type: Air Level: 3 SpCost: 4 Damage: --
Range: -- Duration: 10 min Target: caster's party
Target is surrounded by a
bubble of breathable air
which follows it around.

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Azathoth 1991 *MIT Assassins' Guild*

Mass Vacuum

Type: Air Level: 3 SpCost: 4 Damage: 6
Range: M Duration: Inst Target: All in 10' radius
Target takes damage

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Azathoth 1991 *MIT Assassins' Guild*

Choke

Type: Air Level: 3 SpCost: 4 Damage: 3/rnd
Range: M Duration: Conc Target: 1 opponent
Target takes damage so long as caster concentrates and does not attack, defend, or cast other spells. Start reciting the cubes of integers to simulate concentration.

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Azathoth 1991 *MIT Assassins' Guild*

Tornado

Type: Air Level: 3 SpCost: 4 Damage: 10
Range: ZC Duration: Inst Target: 10' x 30' path
Targets are all pushed to the
end of the path and take damage.

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Azathoth 1991 *MIT Assassins' Guild*

Summon Air Elemental

Type: Air Level: 3 SpCost: 4 Damage: --
Range: -- Duration: 5 rnd Target: --
This spell conjures a creature to
fight for the caster, appearing immediately
at the end of the casting round. It can
carry items, open doors, fight, defend,
engage opponents, and in general behaves
like a normal creature. It must remain with
the party, or it returns to its home plane.

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Azathoth 1991

MIT Assassins' Guild

10' wide line

Target line becomes base
of impassable wall of wind.

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Azathoth 1991

MIT Assassins' Guild

Wind Cocoon

Type: Air Level: 3 SpCost: 4   Damage: --
Range: ZC   Duration: Conc.   Target: 1 opponent
Target is protected from attacks,
but cannot attack or cast spells
for so long as caster concentrates:
does not attack, defend actively,
or move. Start reciting the cubes of
integers to simulate concentration.

Scroll

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Azathoth 1991 *MIT Assassins' Guild*

Crushing Wind

```
Type: Air Level: 4  SpCost: 8   Damage: 15
Range: M   Duration: Inst   Target: 1 opponent
            Target takes damage.
```

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Azathoth 1991 *MIT Assassins' Guild*

Kamikaze

```
Type: Air Level: 4  SpCost: 8   Damage: 10
Range: M   Duration: Inst   Target: 10' radius
          All in area take damage.
```

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Azathoth 1991 *MIT Assassins' Guild*

Gaseous Form II

Type: Air Level: 5 SpCost: 12 Damage: --
Range: -- Duration: 5 min Target: Caster's party
Target becomes immune to
weapons, and cannot attack.
Spells still work normally
on and by target.

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Azathoth 1991 *MIT Assassins' Guild*

Gaseous Form

Type: Air Level: 4 SpCost: 8 Damage: --
Range: -- Duration: 10 min Target: Self
Target becomes immune to
weapons, and cannot attack.
Spells still work normally
on and by target.

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Azathoth 1991 ***MIT Assassins' Guild***

Create Earth

Type: Earth Level: 1 SpCost: 1 Damage: NA
Range: ZC Duration: Perm Target: NA
Creates up to 10 cubic feet of
dirt, simple ores, rocks, or
similar stuff. May create less
or more, depending on the
density of the product.

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Azathoth 1991 ***MIT Assassins' Guild***

Chasm

Type: Earth Level: 1 SpCost: 1 Damage: NA
Range: M Duration: 10 min Target: 10' line
Opens an impassable
chasm in the earth.

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Azathoth 1991

MIT Assassins' Guild

Magic Stone I

Type: Earth Level: 1 SpCost: 1   Damage: 4
Range: M   Duration: Inst   Target: 1 person
A stone projectile strikes
the target, who takes damage.

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Azathoth 1991

MIT Assassins' Guild

Fist of Iron I

Type: Earth Level: 1 SpCost: 1   Damage: 5
Range: ZC   Duration: 3 rnd   Target: 1 opponent/rnd
Caster can target a
different opponent every round.

Scroll

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Azathoth 1991 ***MIT Assassins' Guild***

Pin to Earth

Type: Earth Level: 1 SpCost: 1 Damage: NA
Range: ZC Duration: 1 min Target: 1 opponent

Target's foot is grabbed by ground; target cannot move.

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Azathoth 1991 ***MIT Assassins' Guild***

Meld into Stone

Type: Earth Level: 1 SpCost: 1 Damage: NA
Range: NA Duration: 5 min Target: self

Caster can fuse into a stone wall, looking out of it while remaining unseen and untouchable. He can move along the wall, although not pass through it. Exiting the wall cancels the spell; remaining in the wall too long is a BAD THING.

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Azathoth 1991 ***MIT Assassins' Guild***

Wave of Shrapnel I

Type: Earth Level: 1 SpCost: 1   Damage: 3
Range: ZC   Duration: Inst   Target: All in ZC
A burst of stone fragments
does damage to targets.

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Azathoth 1991 ***MIT Assassins' Guild***

Summon Earth Servant

Type: Earth Level: 1 SpCost: 1   Damage: NA
Range: NA   Duration: 10 min   Target: NA
This spell conjures a creature to serve the caster. It cannot fight or speak, but obeys commands. It may carry only one item at a time. It must remain within 30 feet of the party

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Azathoth 1991 *MIT Assassins' Guild*

Fist of Iron II

Type: Earth Level: 2 SpCost: 4 Damage: 10
Range: ZC Duration: 3 rnd Target: 1 opponent/rnd
Caster can target a
different opponent every round.

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Azathoth 1991 *MIT Assassins' Guild*

Blade of Stone

Type: Earth Level: 2 SpCost: 2 Damage: 4
Range: NA Duration: 10 rnd Target: Self
Caster wields an enchanted sword.

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Azathoth 1991 *MIT Assassins' Guild*

Magic Stone II

Type: Earth Level: 2 SpCost: 2 Damage: 8
Range: M Duration: Inst Target: 1 person
A stone projectile strikes
the target, who takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Ironskin

Type: Earth Level: 2 SpCost: 2 Damage: NA
Range: NA Duration: 3 rnd Target: self
Target takes 1/2
damage from all sources.

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Azathoth 1991 *MIT Assassins' Guild*

Stoneskin

Type: Earth Level: 2 SpCost: 2 Damage: NA
Range: NA Duration: 3 rnd Target: self
+5 Defense

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Azathoth 1991 *MIT Assassins' Guild*

Shape Stone

Type: Earth Level: 2 SpCost: 2 Damage: NA
Range: ZC Duration: Perm Target: Up to 9 cubic ft
Target can be shaped and
molded as the caster desires.

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Azathoth 1991 *MIT Assassins' Guild*

Wave of Shrapnel II

Type: Earth Level: 2 SpCost: 2 Damage: 6
Range: ZC Duration: Inst Target: All in ZC
A burst of stone fragments
does damage to targets.

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Azathoth 1991 *MIT Assassins' Guild*

Tunnel Through Earth

Type: Earth Level: 2 SpCost: 2 Damage: NA
Range: ZC Duration: 1 min Target: Any quantity
Dirt, soil, soft earth, mud
or similar materials are pushed
aside and caster/party can travel
through them for spell duration.
The tunnel seals behind the party.
Will not work through stone, metal,
or any other hard materials.

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Azathoth 1991

MIT Assassins' Guild

Fist of Iron III

Type: Earth Level: 3 SpCost: 5 Damage: 15
Range: ZC Duration: 3 rnd Target: 1 opponent/rnd
Caster can target a
different opponent every round.

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Azathoth 1991

MIT Assassins' Guild

Engulfed by Earth

Type: Earth Level: 3 SpCost: 5 Damage: NA
Range: ZC Duration: 5 rnd Target: 1 opponent
Target cannot move, attack
or defend, but is protected
from attacks.

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Azathoth 1991 ***MIT Assassins' Guild***

Magic Stone III

Type: Earth Level: 3 SpCost: 5 Damage: 12
Range: M Duration: Inst Target: one individual
A stone projectile strikes
the target, who takes damage.

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Azathoth 1991 ***MIT Assassins' Guild***

Hail of Stone I

Type: Earth Level: 3 SpCost: 5 Damage: 4
Range: M Duration: Inst Target: 10' radius
Falling rocks pelt the
targets and do damage.

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Azathoth 1991 ***MIT Assassins’ Guild***

Statue

Type: Earth Level: 3 SpCost: 5 Damage: NA
Range: NA Duration: Indefinite Target: self
Target is immobile
and immune to injury.

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Azathoth 1991 ***MIT Assassins’ Guild***

Shockwave

Type: Earth Level: 3 SpCost: 5 Damage: NA
Range: ZC Duration: Inst Target: 10’ x 30’ path
Targets are pushed to the end
of the area by a wave of earth.

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Azathoth 1991 *MIT Assassins' Guild*

Transmute Lead to Gold

Type: Earth Level: 3 SpCost: 5 Damage: NA
Range: ZC Duration: perm Target: one lead object
Lead is transmuted into
a small amount of gold.

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Azathoth 1991 *MIT Assassins' Guild*

Summon Earth Elemental

Type: Earth Level: 3 SpCost: 5 Damage: NA
Range: NA Duration: 5 rnd Target: NA

This spell conjures a creature to fight for the caster, appearing immediately at the end of the casting round. It can carry items, open doors, fight, defend, engage opponents, and in general behaves like a normal creature. It must remain with the party, or it returns to its home plane.

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Azathoth 1991 ***MIT Assassins' Guild***

Wave of Shrapnel III

Type: Earth Level: 3 SpCost: 5 Damage: 9
Range: ZC Duration: Inst Target: All in ZC
A burst of stone fragments
does damage to targets.

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Azathoth 1991 ***MIT Assassins' Guild***

Wall of Iron

Type: Earth Level: 3 SpCost: 5 Damage: NA
Range: M Duration: Permanent Target: 10′ wide line
Wall of iron appears.
Takes 100 HP to destroy.

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Azathoth 1991 *MIT Assassins' Guild*

Hail of Stone II

Type: Earth Level: 4 SpCost: 8 Damage: 8
Range: M Duration: Inst Target: 10′ radius
Falling rocks pelt the targets and do damage.

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Azathoth 1991 *MIT Assassins' Guild*

Fist of Iron IV

Type: Earth Level: 4 SpCost: 8 Damage: 20
Range: ZC Duration: 3 rnd Target: 1 opponent/rnd
Caster can target a different opponent every round.

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Azathoth 1991 *MIT Assassins' Guild*

Repel Metal

Type: Earth Level: 4 SpCost: 8   Damage: NA
Range: NA   Duration: 5 rnd   Target: self
No metal weapons
can affect caster.

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Azathoth 1991 *MIT Assassins' Guild*

Magic Stone IV

Type: Earth Level: 4* SpCost: 8   Damage: 16
Range: M   Duration: Inst   Target: one individual
A stone projectile strikes
the target, who takes damage.

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Azathoth 1991 ***MIT Assassins' Guild***

Wave of Shrapnel IV

Type: Earth Level: 4 SpCost: 8 Damage: 12
Range: ZC Duration: Inst Target: All in ZC
A burst of stone fragments
does damage to targets.

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Azathoth 1991 ***MIT Assassins' Guild***

Shape Metal

Type: Earth Level: 4 SpCost: 8 Damage: 4
Range: ZC Duration: Perm Target: Up to 9 cubic ft
Target can be shaped and
molded as the caster desires.
This takes a minute of contact.

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Azathoth 1991 **MIT Assassins' Guild**

Fist of Iron V

Type: Earth Level: 5 SpCost: 13 Damage: 25
Range: ZC Duration: 3 rnd Target: 1 opponent/rnd
Caster can target a
different opponent every round.

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Azathoth 1991 **MIT Assassins' Guild**

Avalanche

Type: Earth Level: 5 SpCost: 13 Damage: 10
Range: ZC Duration: Inst Target: 10′ x 30′ path
All within area take damage
and are trapped for one minute,
secluded from those around them.

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Azathoth 1991 ***MIT Assassins' Guild***

Hail of Stone III

Type: Earth Level: 5 SpCost: 13 Damage: 12
Range: M Duration: Inst Target: 10′ radius
Falling rocks pelt the
targets and do damage.

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Azathoth 1991 ***MIT Assassins' Guild***

Flesh to Stone

Type: Earth Level: 5 SpCost: 13 Damage: NA
Range: ZC Duration: 10 min Target: 1 opponent
Target becomes a statue, cannot
be harmed or destroyed.
Spell is reversible.

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Azathoth 1991 *MIT Assassins' Guild*

Wave of Shrapnel V

Type: Earth Level: 5 SpCost: 13 Damage: 15
Range: ZC Duration: Inst Target: All in ZC
A burst of stone fragments
does damage to targets.

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Azathoth 1991 *MIT Assassins' Guild*

Magic Stone V

Type: Earth Level: 5 SpCost: 13 Damage: 20
Range: M Duration: Inst Target: 1 person
A stone projectile strikes
the target, who takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Create or Extinguish Flame

Type: Fire Level: 1 SpCost: 1 Damage: 1
Range: ZC Duration: Inst Target: Anything nearb y
Does the obvious.
Only flammable items will catch fire.
Can be used as an attack spell

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Azathoth 1991 *MIT Assassins' Guild*

Cage of Flames

Type: Fire Level: 1 SpCost: 1 Damage: 10
Range: M Duration: var Target: 1 opponent
Target takes 10 HP damage only if he
moves from that location. Spell
remains in effect so long as caster
concentrates on it and does not attack,
defend, or cast other spells. Recite
integer cubes to simulate concentration.

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Azathoth 1991 **MIT Assassins' Guild**

Flaming Sword

Type: Fire Level: 1 SpCost: 1 Damage: +2
Range: ZC Duration: 4 rnd Target: any 1 weapon
Affected weapon bursts
into flame, doing +2A.

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Azathoth 1991 **MIT Assassins' Guild**

Devil's Weapon

Type: Fire Level: 1 SpCost: 1 Damage: x2norm
Range: -- Duration: 1 battle Target: caster 's weapon
Caster's weapon bursts into
flame, doing 2xnormal damage.

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Azathoth 1991 *MIT Assassins' Guild*

Flamethrower I

Type: Fire Level: 1 SpCost: 1   Damage: 5
Range: ZC   Duration: Inst   Target: all in ZC
all targets within ZC take damage.

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Azathoth 1991 *MIT Assassins' Guild*

Target takes 5 HP damage.

Level: attack each round, although SpCost: the spell is cast only
Range: Fire   Duration: 1   Target: 1
5
M
Inst
one opponent
Target takes damage.

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Azathoth 1991 ***MIT Assassins' Guild***

Wall of Cold Flames

Type: Fire Level: 1 SpCost: 1 pt Damage: --
Range: ZC Duration: 10 min Target: any 10' line
Target line becomes a wall
of illusory flames. Has no
effect on whoever passes through it.
Looks splefty, though.

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Azathoth 1991 ***MIT Assassins' Guild***

Heat Weapon I

Type: Fire Level: 1 SpCost: 1 Damage: 5/rnd
Range: ZC Duration: 5 rnd Target: 1 weapon
Target takes damage,
but only while wielding weapon.
Only affects metal weapons.

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Azathoth 1991 *MIT Assassins' Guild*

Fire Knife II

Type: Fire Level: 2 SpCost: 2 Damage: 10
Range: ZC Duration: 3 r Target: 1 opponent/rnd
Selecting a target counts as an attack each round, although the spell is cast only once.

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Azathoth 1991 *MIT Assassins' Guild*

Summon Fire Servant

Type: Fire Level: 1 SpCost: 1 Damage: --
Range: -- Duration: 10 min Target: --
This spell conjures a creature to serve the caster. It cannot fight or speak, but obeys commands. It may carry only one item at a time. It must remain within 30 feet of the party

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Azathoth 1991

MIT Assassins' Guild

Fire Trap

Type: Fire Level: 2 SpCost: var   Damage: ?
Range: --   Duration: till set off   Target: 1 item

This spell allows some other fire spell to be cast on an item. When the item is opened, the spell goes off.

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Azathoth 1991

MIT Assassins' Guild

Fire Shield

Type: Fire Level: 2 SpCost: 2   Damage: 5
Range: --   Duration: 5 r   Target: self

Caster is +5D vs. missiles, and anyone who attacks him in melee takes damage.

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Azathoth 1991 ***MIT Assassins’ Guild***

Flamethrower II

Type: Fire Level: 2 SpCost: 2   Damage: 10
Range: ZC   Duration: Inst   Target: all in ZC
Targets take damage.

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Azathoth 1991 ***MIT Assassins’ Guild***

Firebolt II

Type: Fire Level: 2* SpCost: 2   Damage: 10
Range: M   Duration: Inst   Target: one opponent
Target takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Heat Weapon II

Type: Fire Level: 2* SpCost: 2 Damage: 10/rnd
Range: ZC Duration: 5 r Target: 1 weapon
Target takes damage only
while wielding weapon.
Only affects metal weapons.

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Azathoth 1991 *MIT Assassins' Guild*

Heat Armor I

Type: Fire Level: 2 SpCost: 2 Damage: 5/rnd
Range: M Duration: 2 r Target: 1 set armor
Target takes damage while
wearing armor.
Only affects metal armor.

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Azathoth 1991 *MIT Assassins' Guild*

Wall of Flames

Type: Fire Level: 2 SpCost: 2 Damage: 10
Range: ZC Duration: 20 min Target: any 10' line
Target line becomes a wall
of flames. Does damage to
whoever passes through it.

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Azathoth 1991 *MIT Assassins' Guild*

Resist Flame

Type: Fire Level: 2 SpCost: 2 Damage: --
Range: -- Duration: 5 min Target: >=1person
Target is immune to normal
fires, and takes half-damage
from all fire spells.

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MIT Assassins' Guild

Fireball I

Type: Fire Level: 3 SpCost: 5   Damage: 5
Range: M   Duration: Inst   Target: all in 10' radius
Targets take damage.

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Azathoth 1991

MIT Assassins' Guild

Fire Knife III

Type: Fire Level: 3 SpCost: 5   Damage: 10
Range: ZC   Duration: 3 rnd   Target: 1 opponent/rnd
Target takes damage.
Selecting a target counts as an
attack each round, although
the spell is cast only once.

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Azathoth 1991 *MIT Assassins' Guild*

Heat Weapon II

Type: Fire Level: 2* SpCost: 2   Damage: 10/rnd
Range: ZC   Duration: 5 r   Target: 1 weapon
Target takes damage only
while wielding weapon.
Only affects metal weapons.

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Azathoth 1991 *MIT Assassins' Guild*

Firebolt III

Type: Fire Level: 3 SpCost: 5   Damage: 15
Range: M   Duration: Inst   Target: one opponent
Target takes damage.

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Azathoth 1991 ***MIT Assassins' Guild***

Wall of Flames

Type: Fire Level: 2 SpCost: 2   Damage: 10
Range: ZC   Duration: 20 min   Target: any 10' line

Target line becomes a wall of flames. Does damage to whoever passes through it.

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Azathoth 1991 ***MIT Assassins' Guild***

Resist Flame

Type: Fire Level: 2 SpCost: 2   Damage: --
Range: --   Duration: 5 min   Target: >=1person

Target is immune to normal fires, and takes half-damage from all fire spells.

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Azathoth 1991 *MIT Assassins' Guild*

Fireball I

Type: Fire Level: 3 SpCost: 5 Damage: 5
Range: M Duration: Inst Target: all in 10' radius
Targets take damage.

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Azathoth 1991 *MIT Assassins' Guild*

Fire Knife III

Type: Fire Level: 3 SpCost: 5 Damage: 10
Range: ZC Duration: 3 rnd Target: 1 opponent/rnd
Target takes damage.
Selecting a target counts as an
attack each round, although
the spell is cast only once.

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Azathoth 1991 ***MIT Assassins' Guild***

Flamethrower III

Type: Fire Level: 3* SpCost: 5 Damage: 15
Range: ZC Duration: Inst Target: all in ZC
Targets take damage.

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Azathoth 1991 ***MIT Assassins' Guild***

Firebolt III

Type: Fire Level: 3 SpCost: 5 Damage: 15
Range: M Duration: Inst Target: one opponent
Target takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Heat Weapon III

Type: Fire Level: 3 SpCost: 5   Damage: 15/rnd
Range: ZC   Duration: 5 r   Target: 1 weapon
Target takes damage only while
wielding weapon.
Only affects metal weapons.

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Azathoth 1991 *MIT Assassins' Guild*

Heat Armor II

Type: Fire Level: 3* SpCost: 5   Damage: 5/rnd
Range: M   Duration: 3 rnd   Target: 1 set armor
Target takes damage while
wearing armor.
Only affects metal armor.

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Azathoth 1991 *MIT Assassins' Guild*

Fire Knife IV

Type: Fire Level: 4 SpCost: 8   Damage: 20
Range: ZC   Duration: 3 rnd   Target: 1 opponent/rnd

Target takes damage.
Selecting a target counts as an attack each round, although the spell is cast only once.

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Azathoth 1991 *MIT Assassins' Guild*

Summon Fire Elemental

Type: Fire Level: 3 SpCost: 5   Damage: --
Range: --   Duration: 5 r   Target: --

This spell conjures a creature to fight for the caster, appearing immediately at the end of the casting round. It can carry items, open doors, fight, defend, engage opponents, and in general behaves like a normal creature. It must remain with the party, or it returns to its home plane.

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Azathoth 1991 *MIT Assassins' Guild*

all in 10' radius

Type: Firebolt IV Level: Fire SpCost: 4* Damage: 8
Range: 20 Duration: M Target: Inst
one opponent
Target takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Targets take damage.

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Azathoth 1991 *MIT Assassins' Guild*

Gates of Hell

Type: Fire Level: 4 SpCost: 8 Damage: 20
Range: ZC Duration: 20 min Target: any 10' long line
Target line becomes a wall of flames. Does damage to whoever passes through it.

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Azathoth 1991 *MIT Assassins' Guild*

Flamethrower IV

Type: Fire Level: 4 SpCost: 8 Damage: 20
Range: ZC Duration: Inst Target: all in ZC
Targets take damage.

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Azathoth 1991 ***MIT Assassins' Guild***

Heat Weapon IV

Type: Fire Level: 4* SpCost: 8 Damage: 20/rnd
Range: ZC Duration: 5 rnd Target: 1 weapon
Target takes damage only while wielding weapon.
Only affects metal weapons.

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Azathoth 1991 ***MIT Assassins' Guild***

Heat Armor III

Type: Fire Level: 4 SpCost: 8 Damage: 5/rnd
Range: M Duration: 5 rnd Target: 1 armor
Target takes damage while wearing armor.
Only affects metal armor.

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Azathoth 1991 **MIT Assassins' Guild**

Phoenix

Type: Fire Level: 4* SpCost: 8 Damage: --
Range: -- Duration: 10 minutes Target: self
Caster becomes a 7th level
warrior. Caster stops regenerating spell
points for an hour afterwards.

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Azathoth 1991 **MIT Assassins' Guild**

Improved Fire Shield

Type: Fire Level: 4 SpCost: 10 Damage: --
Range: -- Duration: 5 rnd Target: self
Caster is immune to missiles,
and anyone who attacks
him in melee takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Slag Weapon

Type: Fire Level: 4 SpCost: 8 Damage: --
Range: ZC Duration: Inst Target: One opponent's weapon
Weapon is destroyed.
Some potent magical weapons may
be able to resist this spell.

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Azathoth 1991 *MIT Assassins' Guild*

Pillar of Fire

Type: Fire Level: 4 SpCost: 8 Damage: 25
Range: varies Duration: varies Target: unusual
A 10' diameter pillar of flame travels slowly from the caster in a straight line, burning whatever it touches. Pillar is extinguished if it gets more than 30 feet from the caster.

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Azathoth 1991 ***MIT Assassins' Guild***

Fireball II

Type: Fire Level: 5 SpCost: 13 Damage: 15
Range: M Duration: Inst Target: all opponents in 10′ radius
Targets take damage.

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Azathoth 1991 ***MIT Assassins' Guild***

Flamethrower V

Type: Fire Level: 5* SpCost: 13 Damage: 25
Range: ZC Duration: Inst Target: all in ZC
Targets take damage.

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Azathoth 1991 **MIT Assassins' Guild**

Heat Armor IV

Type: Fire Level: 5 SpCost: 13 Damage: 5/round
Range: M Duration: 9 r Target: One opponent's armor
Target takes damage while wearing armor.
Only affects metal armor.

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Azathoth 1991 **MIT Assassins' Guild**

Firebolt V

Type: Fire Level: 5 SpCost: 13 Damage: 25
Range: M Duration: Inst Target: one opponent
Target takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Create Or Dry Water

Type: Water Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: Permanent Target: A container
Will fill container with water,
or evaporate any liquid inside.
Containers must be of some managable
size -- not a lake.

Scroll *Freely Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Heat Weapon V

Type: Fire Level: 5 SpCost: 13 Damage: 25/round
Range: ZC Duration: 5 r Target: One opponent's weapon
Target takes damage only while
wielding weapon.
Only affects metal weapons.

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Azathoth 1991 **MIT Assassins' Guild**

Ice Bolt I

Type: Water Level: 1 SpCost: 1 Damage: 4
Range: M Duration: Inst Target: 1 opponent
Target takes damage.

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Azathoth 1991 **MIT Assassins' Guild**

Firehose

Type: Water Level: 1 SpCost: 1 Damage: --
Range: M Duration: 2 rnd Target: 1 opponent
Target is prevented
from entering mage's ZC.

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Azathoth 1991 *MIT Assassins' Guild*

Ice Shield

Type: Water Level: 1 SpCost: 1 Damage: --
Range: -- Duration: 10 rnd Target: self
+2 D

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Azathoth 1991 *MIT Assassins' Guild*

Ice Knife

Type: Water Level: 1 SpCost: 1 Damage: 4
Range: ZC Duration: 3 rnd Target: --

Target takes damage. Selecting a target counts as an attack each round, although the spell is cast only once.

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Azathoth 1991

MIT Assassins' Guild

Rust Weapon

Type: Water Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: 2 rnd Target: 1 weapon
Weapon is -2 A.
Only metal weapons.

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Azathoth 1991

MIT Assassins' Guild

Purify Liquid

Type: Water Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: Permanent Target: Any liquid
Tainted water becomes drinkable, pure.
Poisons are neutralized.

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Azathoth 1991 *MIT Assassins' Guild*

Water Breathing

Type: Water Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: 5 min Target: 1 party
Target can breathe water freely.

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Azathoth 1991 *MIT Assassins' Guild*

Summon Water Sprite

Type: Water Level: 1 SpCost: 1 Damage: --
Range: -- Duration: 10 min Target: --
This spell conjures a water servant, which will understand and obey simple commands. It cannot speak or fight, but non-magical weapons will not affect it. It cannot open doors or set off traps, but it can pick up and carry one item at a time. Must remain within 30' of party.

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Azathoth 1991 ***MIT Assassins' Guild***

Ice Mail

```
Type: Water Level: 2  SpCost: 2   Damage: --
  Range: --   Duration: 10 rnd   Target: self
                    +4 D
```

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Azathoth 1991 ***MIT Assassins' Guild***

Ice Bolt II

```
Type: Water Level: 2  SpCost: 2   Damage: 8
Range: M   Duration: Inst   Target: 1 opponent
          Target takes damage.
```

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Azathoth 1991 *MIT Assassins' Guild*

Protection From Water

Type: Water Level: 2 SpCost: 2 Damage: --
Range: ZC Duration: 5 min Target: 1 party
Target stays dry and can breathe.

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Azathoth 1991 *MIT Assassins' Guild*

Ice Sword

Type: Water Level: 2 SpCost: 2 Damage: +3
Range: -- Duration: 5 min Target: --
Creates a broadsword made
of ice that anyone can wield.

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Azathoth 1991 *MIT Assassins' Guild*

Wall Of Ice

`Type: Water Level: 2  SpCost: 2   Damage: --`
`Range: ZC   Duration: 20 min   Target: any 10' long line`
`Wall takes 30 HP to destroy.`

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Azathoth 1991 *MIT Assassins' Guild*

Rust Armor

`Type: Water Level: 2  SpCost: 2   Damage: --`
`Range: ZC   Duration: 2 rnds   Target: 1 armor`
`Armor slows, target is -2A and -2D.`

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Azathoth 1991 *MIT Assassins' Guild*

Hail of Ice I

Type: Water Level: 3 SpCost: 5 Damage: 4
Range: M Duration: Inst Target: 10′ radius sphere.
Targets take damage

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Azathoth 1991 *MIT Assassins' Guild*

Wave of Cold

Type: Water Level: 2 SpCost: 2 Damage: 8
Range: ZC Duration: Inst Target: all in ZC
All targets take damage.

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Azathoth 1991 ***MIT Assassins' Guild***

Ice Bands

Type: Water Level: 3 SpCost: 5 Damage: --
Range: ZC Duration: 1 rnd Target: 1 opponent
Target cannot attack
or actively defend.

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Azathoth 1991 ***MIT Assassins' Guild***

Ice Armor

Type: Water Level: 3 SpCost: 5 Damage: --
Range: -- Duration: 10 rnd Target: self
+6 D

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Azathoth 1991 *MIT Assassins' Guild*

Ice Cage

Type: Water Level: 3 SpCost: 5 Damage: --
Range: ZC Duration: until destroyed Target: 1 opponent
Cage prevents target from attacking,
but protects him from 20 HP of
damage before being destryed.

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Azathoth 1991 *MIT Assassins' Guild*

Ice Bolt III

Type: Water Level: 3* SpCost: 5 Damage: 12
Range: M Duration: Inst Target: 1 opponent
Target takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Hail of Ice II

Type: Water Level: 4 SpCost: 8 Damage: 8
Range: M Duration: Inst Target: 10' radius sphere.
Targets take damage

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Azathoth 1991 *MIT Assassins' Guild*

Summon Water Elemental

Type: Water Level: 3 SpCost: 5 Damage: --
Range: -- Duration: 5 rnd Target: --
Conjures an icy creature, represented by a single combat card. The daemon appears immediately after the casting round is over. It can carry items, open doors, fight, defend, engage opponents, and in general behaves like a normal creature. It must remain with the party.

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Azathoth 1991 *MIT Assassins' Guild*

Ice Form

Type: Water Level: 4 SpCost: 8 Damage: +2A
Range: -- Duration: 10 rnd Target: self
Body turns into ice:
+2A, +8D, 2x damage from fire.

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Azathoth 1991 *MIT Assassins' Guild*

Ice Bolt IV

Type: Water Level: 4 SpCost: 8 Damage: 16
Range: M Duration: Inst Target: 1 opponent
Target takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Ice Bolt V

Type: Water Level: 5* SpCost: 13 Damage: 20
Range: M Duration: Inst Target: 1 opponent
Target takes damage.

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Azathoth 1991 *MIT Assassins' Guild*

Hail of Ice II

Type: Water Level: 5 SpCost: 13 Damage: 12
Range: M Duration: Inst Target: 10′ radius sphere.
Targets take damage.

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Azathoth 1991 *MIT Assassins' Guild*

Cast Spell Into Void I

```
Type: Void Level: 1  SpCost: 1   Damage: NA
Range: ZC   Duration: Inst   Target: 1 opponent
```

Any spell(s) of level 2 or below that the target casts simultaneously with this spell have no effect.

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Azathoth 1991 *MIT Assassins' Guild*

Part Water

```
Type: Water Level: 3  SpCost: 5   Damage: --
Range: --   Duration: 10 min   Target: 10' x 30' path
```

Opens a dry path through a body of water.

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Azathoth 1991 ***MIT Assassins' Guild***

Reach Into Void

Type: Void Level: 1 SpCost: 1 Damage: NA
Range: NA Duration: NA Target: NA
Caster can reach into the void
and withdraw a single small item.
It is usually a common item
of little value. GM option.

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Azathoth 1991 ***MIT Assassins' Guild***

Haste Self

Type: Void Level: 1 SpCost: 1 Damage: NA
Range: NA Duration: 3 rnd Target: self
Caster is +2 D, and may act twice
per round. All actions are still
simultaneous. This hurts the brain
if you think about it too much.

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Azathoth 1991 *MIT Assassins' Guild*

Summon Void Servant

Type: Void Level: 1 SpCost: 1 Damage: NA
Range: NA Duration: 10 min Target: NA

This spell conjures a creature to serve the caster. It cannot fight or speak, but obeys commands. It may carry only one item at a time. It must remain within 30 feet of the party

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Azathoth 1991 *MIT Assassins' Guild*

Slow Opponent

Type: Void Level: 1 SpCost: 1 Damage: NA
Range: ZC Duration: 4 rnd Target: 1 opponent

Target can move/attack only every other round, starting the round the spell was cast. Target can defend actively, but at -2D.

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Azathoth 1991 *MIT Assassins' Guild*

Affect Void

Type: Void Level: 2 SpCost: 1 Damage: NA
Range: 0 Duration: 10 rnd Target: caster and party
Targets may affect and be affected by creatures in the void normally.

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Azathoth 1991 *MIT Assassins' Guild*

Withdrawal

Type: Void Level: 1 SpCost: 1 Damage: NA
Range: NA Duration: 1 min Target: self
Caster's thought processes are speeded up phenomenally, giving him a free minute to plan, think, sort through his spells or items, review spell descriptions, what-have-you. His body still operates at normal speed -- cannot move, attack, cast spells, or do much of anything else.

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Azathoth 1991 *MIT Assassins' Guild*

Cast Spell Into Void II

```
Type: Void Level: 2  SpCost: 2   Damage: NA
Range: ZC   Duration: Inst   Target: 1 opponent
```

Any spell(s) of level 3 or
below that the target casts
simultaneously with this spell
have no effect.

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Azathoth 1991 *MIT Assassins' Guild*

Cast Into Void II

```
Type: Void Level: 2  SpCost: 2   Damage: NA
Range: ZC   Duration: 4 rnd   Target: 1 opponent
```

Target is intangible, cannot affect
or be affected by his surroundings
in any way, cannot speak or move.
Can perceive surroundings and be
perceived normally. Note that multiple
targets in the void can interact
with each other normally.

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Azathoth 1991 ***MIT Assassins' Guild***

Negate Magic I

Type: Void Level: 2 SpCost: 2   Damage: NA
Range: ZC   Duration: Inst   Target: 1 opponent
Any spell(s) of level 1 or below
that are still operating on the
target (shield spells, for example)
are cancelled immediately at the
end of the casting round.

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Azathoth 1991 ***MIT Assassins' Guild***

Haste Other

Type: Void Level: 2 SpCost: 2   Damage: NA
Range: ZC   Duration: 3 rnd   Target: 1 "opponent"
Target is +2 D, and may act
twice per round. All actions
are still simultaneous. This
hurts the brain if you think
about it too much.

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Azathoth 1991

MIT Assassins' Guild

Shield Of Magic Negation I

Type: Void Level: 2 SpCost: 2 Damage: NA
Range: NA Duration: 3 rnd Target: self
The first spell(s) of level 1 or
below cast on target have no effect.
Shield disappears after use,
or after 3 round.

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Azathoth 1991

MIT Assassins' Guild

Negate Weapon

Type: Void Level: 2 SpCost: 2 Damage: NA
Range: ZC Duration: 6 rnd Target: 1 weapon
Weapon becomes translucent and
intangible; it effectively isn't there.
Wielder still holds and carries it.

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Azathoth 1991 *MIT Assassins' Guild*

Cast Into Void III

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: ZC Duration: 9 rnd Target: 1 opponent

Target is intangible, cannot affect or be affected by his surroundings in any way, cannot speak or move. Can perceive surroundings and be perceived normally. Note that multiple targets in the void can interact with each other normally.

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Azathoth 1991 *MIT Assassins' Guild*

Banish Item

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: ZC Duration: 10 rnd Target: 1 opponent

A random item of the opponent's disappears. It will reappear in the same location *IN SPACE* at end of spell duration.

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Azathoth 1991 *MIT Assassins' Guild*

Distance Distortion

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: N/A Duration: 5 min Target: N/A

The space between the party and any point in their line of sight is made functionally infinite. Nothing -- person, weapon or spell NA can cross that space in finite time. The spell area is large, but affects only motion towards or away from the caster.

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Azathoth 1991 *MIT Assassins' Guild*

Cast Spell Into Void III

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: ZC Duration: Inst Target: 1 opponent

Any spell(s) of level 4 or below that the target casts simultaneously with this spell have no effect.

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Azathoth 1991

MIT Assassins’ Guild

Negate Magic II

```
Type: Void Level: 3  SpCost: 5   Damage: NA
Range: ZC   Duration: Inst   Target: 1 opponent
```

Any spell(s) of level 2 or below that are still operating on the target (shield spells, for example) are cancelled immediately at the end of the casting round.

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Azathoth 1991

MIT Assassins’ Guild

Negate Armor

```
Type: Void Level: 3  SpCost: 5   Damage: NA
Range: ZC   Duration: 6 rnd   Target: 1 armor
```

All armor worn becomes translucent and intangible; it effectively isn’t there. Wearer still wears it.

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Azathoth 1991 ***MIT Assassins' Guild***

Rift Into Void II

Type: Void Level: 3 SpCost: 5   Damage: NA
Range: M   Duration: 3 rnd   Target: 1 opponent

Target is intangible, cannot affect or be affected by his surroundings in any way, cannot speak or move. Can perceive surroundings and be perceived normally. Note that multiple targets in the void can interact with each other normally.

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Azathoth 1991 ***MIT Assassins' Guild***

Open Void Chasm I

Type: Void Level: 3 SpCost: 5   Damage: NA
Range: M   Duration: 2 rnd   Target: 15′ diam.

Target is intangible, cannot affect or be affected by his surroundings in any way, cannot speak or move. Can perceive surroundings and be perceived normally. Note that multiple targets in the void can interact with each other normally.

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Azathoth 1991 *MIT Assassins' Guild*

Slow Time Field

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: ZC Duration: 4 rnd Target: all in range
Targets can move/attack only
every other round, starting the
round the spell was cast. Target
can defend actively, but at −2D.

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Azathoth 1991 *MIT Assassins' Guild*

Shield Of Magic Negation II

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: NA Duration: 3 rnd Target: self
The first spell(s) of level 2
or below cast on target have no
effect. Shield disappears after
use, or after 3 round.

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Azathoth 1991 *MIT Assassins' Guild*

Stasis

Type: Void Level: 3 SpCost: 5   Damage: NA
Range: ZC   Duration: 2 rnd   Target: 1 opponent
Target may not move,
attack, or actively defend.

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Azathoth 1991 *MIT Assassins' Guild*

Speak With Void

Type: NA Level: 3 SpCost: 5   Damage: NA
Range: NA   Duration: 1 min   Target: NA
Caster can contact the spirits of
the recently deceased hanging around
the void near where they died. (not PCs)
Spirits may not lie to the caster, but
do not have to say anything at all.

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Azathoth 1991 ***MIT Assassins' Guild***

Teleport

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: NA Duration: var Target: caster's party
Target can travel to any point
they can see or any point they
have been to without occupying the
intervening distance. This takes
about as long as it would to walk
the distance. If the chosen location
is occupied, or somehow protected,
they appear somewhere random nearby.

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Azathoth 1991 ***MIT Assassins' Guild***

Summon Void Daemon

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: NA Duration: 5 rnd Target: NA
Conjures a creature from the void,
represented by a single combat card.
It appears immediately after the casting
round is over. The daemon can carry items,
open doors, fight, defend, engage opponents,
and in general behaves like a normal creature.
It must remain with the party.

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Azathoth 1991

MIT Assassins' Guild

Travel Into Void

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: NA Duration: 5 min Target: caster

Caster is intangible, cannot affect or be affected by his surroundings in any way, cannot speak. Can move normally. Can perceive surroundings and be perceived normally. Note that multiple targets in the void can interact with each other normally.

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Azathoth 1991

MIT Assassins' Guild

Teleport Other

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: ZC Duration: var Target: >=1 person

Target is sent away to some random location no less than 100 paces away, often more. This takes about as long as it would to walk the distance. The arrival point is heavily influenced by the target's party-staff, if they are PC's.

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Azathoth 1991 ***MIT Assassins' Guild***

Banish Weapon

Type: Void Level: 4 SpCost: 8 Damage: NA
Range: ZC Duration: 18 rnd Target: 1 weapon
Weapon disappears. It will
reappear in the same location
IN SPACE at end of spell duration.

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Azathoth 1991 ***MIT Assassins' Guild***

Wall Of Nothingness

Type: Void Level: 3 SpCost: 5 Damage: NA
Range: touch Duration: 10 min Target: any 10′ long line
Target line (can be imaginary)
becomes base of a black wall that
cannot be passed through or destroyed.
Two walls of nothingness will
negate each other.

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Azathoth 1991 ***MIT Assassins' Guild***

Field Of Quick Time

Type: Void Level: 4 SpCost: 8 Damage: NA
Range: ZC Duration: 3 rnd Target: all in ZC

Targets are +2 D, and may act
twice per round. All actions
are still simultaneous. This
hurts the brain if you think
about it too much.

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Azathoth 1991 ***MIT Assassins' Guild***

Cast Spell Into Void IV

Type: Void Level: 4 SpCost: 8 Damage: NA
Range: ZC Duration: Inst Target: 1 opponent

Any spell(s) of level 5 or below
that the target casts simultaneously
with this spell have no effect.

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Azathoth 1991 *MIT Assassins' Guild*

Negate Magic III

Type: Void Level: 4 SpCost: 8   Damage: NA
Range: ZC   Duration: Inst   Target: 1 opponent
Any spell(s) of level 3 or
below that are still operating on
the target (shield spells, for example)
are cancelled immediately at the
end of the casting round.

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Azathoth 1991 *MIT Assassins' Guild*

Move Into Void

Type: Void Level: 4 SpCost: 8   Damage: NA
Range: NA   Duration: Until canc   Target: caster
Caster is intangible, cannot affect
or be affected by his surroundings
in any way, cannot speak. Can move
normally. Can perceive surroundings
and be perceived normally. Note that
multiple targets in the void can
interact with each other normally.

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Azathoth 1991 *MIT Assassins' Guild*

Shield Of Magic Negation III

Type: Void Level: 4 SpCost: 8 Damage: NA
Range: NA Duration: 3 rnd Target: self
The first spell(s) of level 3
or below cast on target have no
effect. Shield disappears after
use, or after 3 round.

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Azathoth 1991 *MIT Assassins' Guild*

Null And Void

Type: Void Level: 4 SpCost: 8 Damage: NA
Range: NA Duration: Perm Target: 1 item
Target item is cast deep into
the void, from whence it can never
be reclaimed. Particularly potent
enchanted items can partially resist
this effect. This spell takes a
minute to cast.

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Azathoth 1991 *MIT Assassins' Guild*

Stasis Field

Type: Void Level: 4 SpCost: 8 Damage: NA
Range: ZC Duration: 2 rnd Target: all in range
Targets may not move,
attack, or actively defend.

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Azathoth 1991 *MIT Assassins' Guild*

Shield Of Weapon Negation

Type: Void Level: 4 SpCost: 8 Damage: NA
Range: NA Duration: 5 rnd Target: self
Any weapons striking the target
are rendered translucent and intangible
for the remainder of the spell duration.

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Azathoth 1991 ***MIT Assassins' Guild***

Cast Into Void IV

Type: Void Level: 5 SpCost: 13   Damage: NA
Range: ZC   Duration: 25 rnd   Target: 1 opponent

Target is intangible, cannot affect or be affected by his surroundings in any way, cannot speak or move. Can perceive surroundings and be perceived normally. Note that multiple targets in the void can interact with each other normally.

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Azathoth 1991 ***MIT Assassins' Guild***

Banish Armor

Type: Void Level: 5 SpCost: 13   Damage: NA
Range: ZC   Duration: 30 rnd   Target: 1 armor

All armor worn disappears. It will reappear in the same location *IN SPACE* at end of spell duration.

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Azathoth 1991 *MIT Assassins' Guild*

Open Void Chasm III

Type: Void Level: 5 SpCost: 13 Damage: NA
Range: M Duration: 9 rnd Target: 15' diam.
Target is intangible, cannot affect or be affected by his surroundings in any way, cannot speak or move. Can perceive surroundings and be perceived normally. Note that multiple targets in the void can interact with each other normally.

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Azathoth 1991 *MIT Assassins' Guild*

Negate Magic IV

Type: Void Level: 5 SpCost: 13 Damage: NA
Range: ZC Duration: Inst Target: 1 opponent
Any spell(s) of level 4 or below that are still operating on the target (shield spells, for example) are cancelled immediately at the end of the casting round.

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Azathoth 1991 *MIT Assassins' Guild*

Shield Of Magic Negation IV

Type: Void Level: 5 SpCost: 13 Damage: NA
Range: NA Duration: 3 rnd Target: self

The first spell(s) of level 4 or below cast on target have no effect. Shield disappears after use, or after 3 round.

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Azathoth 1991 *MIT Assassins' Guild*

Rift Into Void IV

Type: Void Level: 5 SpCost: 13 Damage: NA
Range: M Duration: 15 rnd Target: 1 opponent

Target is intangible, cannot affect or be affected by his surroundings in any way, cannot speak or move. Can perceive surroundings and be perceived normally. Note that multiple targets in the void can interact with each other normally.

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Azathoth 1991 ***MIT Assassins' Guild***

Void Eit

Type: Void Level: 5 SpCost: 13 Damage: NA
Range: ZC Duration: 36 rnd Target: 1 opponent
A rift into the void opens, and
all items carried by opponent are
sucked in. They will reappear in
the same location *IN SPACE*
at end of spell duration.

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Azathoth 1991 ***MIT Assassins' Guild***

Time Stop

Type: Void Level: 5 SpCost: 13 Damage: NA
Range: NA Duration: 1 min Target: 20′ radius
Everything but the caster is frozen.
The caster is unable to directly affect
anything but himself and his own items
-- cannot attack others, cast spells on
them, pick up items, or anything of that
nature. If the caster leaves the area,
the spell ends; if anything enters the
area they are trapped in the spell.

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Azathoth 1991 *MIT Assassins' Guild*

Shield Of Magic Negation V

Type: Void Level: 6 SpCost: 18 Damage: NA
Range: NA Duration: 3 rnd Target: self

The first spell(s) of level 5 or below cast on target have no effect. Shield disappears after use, or after 3 round.

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Azathoth 1991 *MIT Assassins' Guild*

Negate Magic V

Type: Void Level: 6 SpCost: 18 Damage: NA
Range: ZC Duration: Inst Target: 1 opponent

Any spell(s) of level 5 or below that are still operating on the target (shield spells, for example) are cancelled immediately at the end of the casting round.

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Azathoth 1991

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Empathy

Type: Sage Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: -- Target: 1 person
Caster gets a one-word description of target's emotional state.

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Azathoth 1991

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Analyze Potion

Type: Sage Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: -- Target: 1 potion
Caster learns a single useful fact about target.

Scroll

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Azathoth 1991 ***MIT Assassins' Guild***

Augury

Type: Sage Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: -- Target: --

Caster determines whether a single act planned in the near future is a good, bad, or "it depends" idea.

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Azathoth 1991 ***MIT Assassins' Guild***

Detect Curse

Type: Sage Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: -- Target: 1 item/person

Determines relative cursedness of item

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Azathoth 1991 *MIT Assassins' Guild*

Rate

```
Type: Sage Level: 1  SpCost: 1   Damage: --
Range: ZC   Duration: --   Target: >=1 person
```

Determines average level of target.

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Azathoth 1991 *MIT Assassins' Guild*

Know Alignment

```
Type: Sage Level: 1  SpCost: 1   Damage: --
Range: ZC   Duration: --   Target: >=1 person
```

Determines divine or strong moral associations of target.

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Azathoth 1991 *MIT Assassins' Guild*

Decipher Writings

Type: Sage Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: -- Target: Self
Caster can read any language for
5 minutes.

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Azathoth 1991 *MIT Assassins' Guild*

Write

Type: Sage Level: 1 SpCost: 1 Damage: --
Range: ZC Duration: -- Target: Self
Any other spell the target casts
along with this spell can be made
into a scroll, readable by caster at later time.

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Azathoth 1991 ***MIT Assassins' Guild***

Speak with Animals

Type: Sage Level: 2 SpCost: 2 Damage: --
Range: ZC Duration: -- Target: Self
Caster can speak with and
understand normal animals.

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Tongues

Type: Sage Level: 2 SpCost: 2 Damage: --
Range: ZC Duration: -- Target: Self
Caster can speak and understand any
human language for 5 minutes.

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Identify Potion

Type: Sage Level: 2 SpCost: 2 Damage: --
Range: ZC Duration: -- Target: 1 potion
Caster learns basic purpose and
effect of potion.

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Analyze Magic Item

Type: Sage Level: 2 SpCost: 2 Damage: --
Range: ZC Duration: -- Target: One item
Caster learns a single
useful fact about target.

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Probe

Type: Sage Level: 2 SpCost: 4 Damage: --
Range: M Duration: -- Target: >=1 person
Caster learns target's relative combat and magical abilities, current health, and any major weaknesses.

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Know History

Type: Sage Level: 2 SpCost: 2 Damage: --
Range: M Duration: -- Target: 1 item/person
Caster gets highlights of target's recent past.

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Divination

Type: Sage Level: 3 SpCost: 4 Damage: --
Range: ZC Duration: -- Target: --
Caster can ask a single yes/no question, which will be answered truthfully if possible.

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Identify Magic Item

Type: Sage Level: 3 SpCost: 4 Damage: --
Range: ZC Duration: -- Target: 1 item
Caster learns basic purpose and effect of item.

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Deep Probe

Type: Sage Level: 3 SpCost: 4 Damage: --
Range: ZC Duration: -- Target: >=1 person
Caster learns target's combat and magical abilities, current health, any important items carried or spells up, special powers and weaknessses, if any.

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Oracle

Type: Sage Level: 3 SpCost: 4 Damage: --
Range: ZC Duration: -- Target: --
Caster is given an obscure but possibly helpful or interesting clue or pointer

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Speak with Monsters

Type: Sage Level: 3 SpCost: 4 Damage: --
Range: ZC Duration: -- Target: Self
Caster can speak with and
understand any intelligent creature.

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Seance

Type: Sage Level: 3 SpCost: 4 Damage: --
Range: ZC Duration: -- Target: --
Caster can speak with the spirit of anyone
who died nearby. Spirits are often obscure.

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Azathoth 1991

MIT Assassins' Guild

Speak with Inanimate

Type: Sage Level: 5 SpCost: 12 Damage: --
Range: ZC Duration: -- Target: 1 object
Caster can get information from the target,
limited to things that occured nearby it recently.

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Azathoth 1991

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Speak with Plants

Type: Sage Level: 4 SpCost: 8 Damage: --
Range: ZC Duration: -- Target: Self
Caster can transmit and
receive perceptions from plants.

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