Azathoth 1991 *MIT Assassins' Guild*

Lightray

Lumina Spell Level 2

SP COST: 15 DAMAGE: 10 RANGE: 30'

DURATION: -- TARGET: 1 person

Does 10 HP damage
Ranged attack

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Lightblade I

Lumina Spell Level 2

SP COST: 30 DAMAGE: -- RANGE: touch

DURATION: 5 r TARGET: 1 person

Enchants weapon
Does +3 damage
Only once per weapon per combat

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Rejuvenate

Lumina Spell Level 2

SP COST: 10 DAMAGE: -- RANGE: touch

DURATION: -- TARGET: 1 person

Heals 5 HP damage
HP cannot exceed maximum

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Repel Undead

Lumina Spell Level 2

SP COST: 5 DAMAGE: -- RANGE: 30'

DURATION: -- TARGET: 1 undead

Makes one lesser
undead flee if possible

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Halo

Lumina Spell Level 2

SP COST: 10 DAMAGE: -- RANGE: touch

DURATION: 5 m TARGET: 1 person

Subtracts 3 from incoming damage

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Lightbolt

Lumina Spell Level 3

SP COST: 30 DAMAGE: 15 RANGE: 30'

DURATION: -- TARGET: 1 person

Does 15 HP damage
Ranged attack

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Lightshield II

Lumina Spell Level 3

SP COST: 40 DAMAGE: -- RANGE: touch

DURATION: 5 r TARGET: 1 person

Subtracts 10 from incoming damage

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Heal Minor

Lumina Spell Level 3

SP COST: 15 DAMAGE: -- RANGE: touch

DURATION: -- TARGET: 1 person

Heals 10 HP damage
HP cannot exceed maximum

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Nimbus

Lumina Spell Level 3

SP COST: 25 DAMAGE: -- RANGE: touch

DURATION: 5 min TARGET: 1 person

Subtracts 5 from incoming damage

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Group Protection I

Lumina Spell Level 3

SP COST: 25 DAMAGE: -- RANGE: none

DURATION: 5 r TARGET: party

Subtracts 3 from incoming damage
for entire party

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Turn Undead

Lumina Spell Level 4

SP COST: 15 DAMAGE: -- RANGE: 30'

DURATION: -- TARGET: Lesser undead

Makes all lesser undead
within 30' flee

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Lightblade I

Lumina Spell Level 4

SP COST: 15 DAMAGE: -- RANGE: touch

DURATION: 5 r TARGET: 1 weapon

Enchants weapon
Adds 3 to damage
Only once per weapon per combat

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Heal Moderate

Lumina Spell Level 4

SP COST: 25 DAMAGE: -- RANGE: touch

DURATION: -- TARGET: 1 person

Heals 25 HP damage
HP cannot exceed maximum

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Glare

Lumina Spell Level 4

SP COST: 35 DAMAGE: -- RANGE: touch

DURATION: 5 m TARGET: 1 person

Subtracts 7 from incoming damage

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Aura of Power

Lumina Spell Level 4

SP COST: 20 DAMAGE: -- RANGE: ZC

DURATION: -- TARGET: all monsters

Makes all monsters of
level n or less run away

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Group Protection II

Lumina Spell Level 5

SP COST: 45 DAMAGE: -- RANGE: none

DURATION: 5 r TARGET: party

Subtracts 5 from incoming damage
for entire party

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Repel Greater Undead

Lumina Spell Level 5

SP COST: 35 DAMAGE: -- RANGE: 30'

DURATION: -- TARGET: greater undead

Makes one greater undead
flee if possible

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Laser

Lumina Spell Level 5

SP COST: 40 DAMAGE: 20 RANGE: 30'

DURATION: -- TARGET: 1 person

Does 20 HP damage
Ranged attack

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Destroy Undead

Lumina Spell Level 6

SP COST: 50 DAMAGE: -- RANGE: 30'

DURATION: -- TARGET: undead

Annihilate all lesser undead
within 30'

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Light Warrior

Lumina Spell Level 6

SP COST: 100 DAMAGE: -- RANGE: --

DURATION: 5 r TARGET: --

Creates a nth level
light warrior that
is controlled by the caster

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Group Protection III

Lumina Spell Level 7

SP COST: 60 DAMAGE: -- RANGE: none

DURATION: 5 r TARGET: party

Subtracts 7 from incoming damage

Spell Card *Not Transferable*

Azathoth 1991 *MIT Assassins' Guild*

Lightbend

Lumina Spell Level 7

SP COST: 30 DAMAGE: -- RANGE: touch

DURATION: 5 m TARGET: 1 person

Makes one person invisible

Gives flee ability

Cannot be targeted for attack

But can be hit by area spells

Spell Card *Not Transferable*