

## Malice

TARGET	RANGE	DURATION	SCHEMATIC TABLES
Caster	n/a	See Table	Attack Value, Duration

*Malice* heightens the caster's combat effectiveness by increasing his Attack Value. This makes it easier for him to hit in combat situations and affects any weapon the character wields. Since the spell augments the Warrior's ability, he does not receive credit toward skill advancement while the spell is active. Also, if the character is skilled in *Parrying*, he cannot transfer these magical points to his DV1 or DV2.

## Ogre Strength

TARGET	RANGE	DURATION	SCHEMATIC TABLES
Caster	n/a	See Table	Characteristic Increase, Duration

Channeling Grom's anger, a Warrior is capable of increasing his Strength characteristic. This allows him to reach a maximum of 15.5 (regardless of height and build limitations) and may affect his melee damage potential. In addition, when the caster is attacking with his fist the damage inflicted is increased to 1d6.

## Venom

TARGET	RANGE	DURATION	SCHEMATIC TABLES
1 Weapon	Touch	See Table	Duration

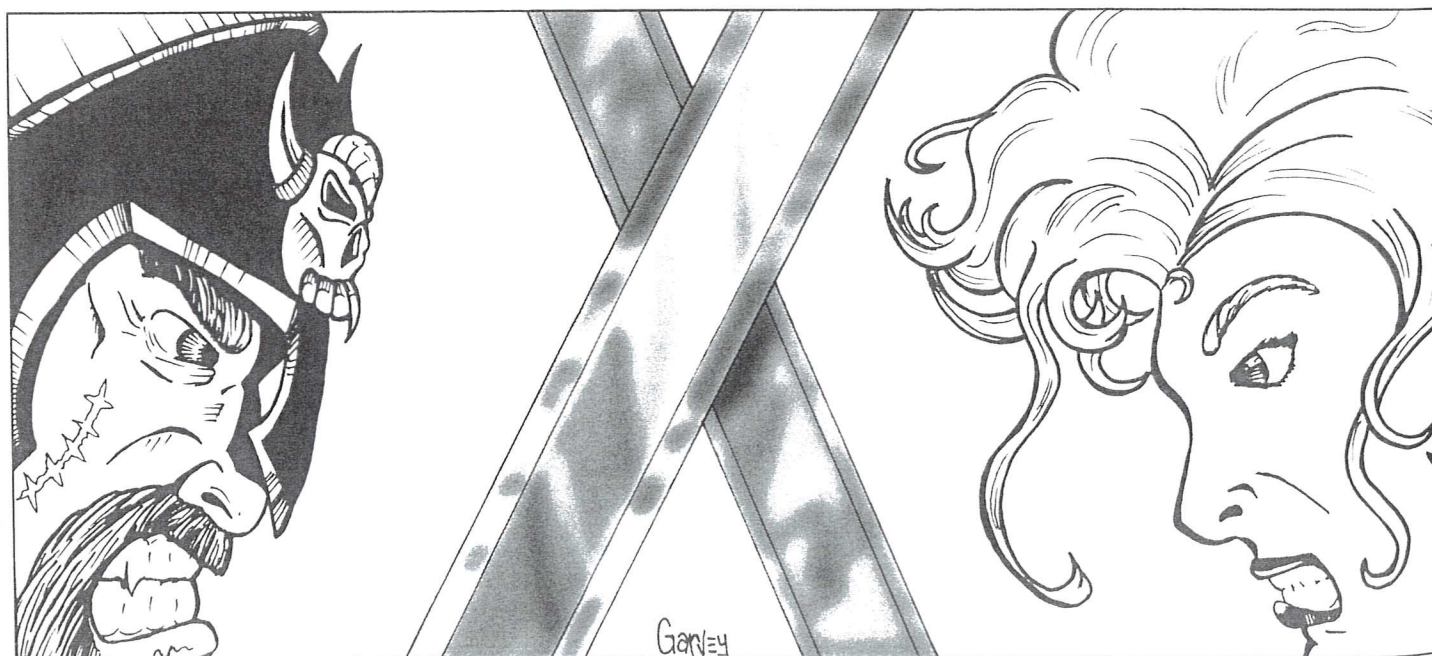
When *Venom* is cast, it coats the Warrior's weapon with a poison that inflicts additional damage. Each time the character successfully hits, the poison inflicts +4 actual damage, which is deducted from the victim's Hit Points. Unlike the 2nd level spell, *Poison*, this spell does not weaken with use. The damage modifier remains constant until the spell expires. However, if the caster drops his weapon (rolls a "1" on his d20 attack roll) the spell is negated. Since Grom dispenses the magic, attempting to cast this spell on another character's weapon will result in failure.

# 6th Level

## Agony

TARGET	RANGE	DURATION	SCHEMATIC TABLES
1 Creature	See Table	Instantaneous	Damage, Range

*Agony* inflicts severe damage to a single creature standing within range of the spell. The damage is deducted from the victim's Hit Points, regardless of its armor. There is no Saving Throw vs. the spell's effect.



## Grom's Word

TARGET	RANGE	DURATION	SCHEMATIC TABLES
n/a	n/a	Instantaneous	Area of Effect

Calling on the wrath of Grom, this spell inflicts damage to everyone standing within the area of effect (friend or foe). All creatures (including undead and the supernatural) suffer actual damage equal to 1 point per *Magic* skill level of caster. This damage must be subtracted from Hit Points and cannot be restored via binding kits.

## Unholy Armor

TARGET	RANGE	DURATION	SCHEMATIC TABLES
Caster	n/a	See Table	Duration

*Unholy Armor* protects the caster from all non-magical attacks. Although it does not affect his Armor Rating or absorb damage, only magical weapons and spells can damage him. This protection lasts until the spell expires.

## 7th Level

### Giant Strength

TARGET	RANGE	DURATION	SCHEMATIC TABLES
Caster	n/a	See Table	Duration

*Giant Strength* grants the Grom Warrior a Strength score of 17.5 (regardless of height and build limitations). This increase grants the caster +6 damage with melee weapons, increases the damage he inflicts with his fist to 1d8, and allows him to break down doors and portals with relative ease. The effects last until the spell expires.

### Regenerate

TARGET	RANGE	DURATION	SCHEMATIC TABLES
Caster	n/a	See Table	Duration

Using this spell, the caster's wounds are healed at an accelerated rate. Each minute, the Warrior of Grom heals 2 Hit Points. In addition, severed appendages are reattached and open wounds are sealed (eliminating damage due to blood loss). The magic will even continue to function if the character is dropped into negative Hit Points. The spell will not allow the character to surpass his maximum Hit Point potential.

## 8th Level

### Vengeance

TARGET	RANGE	DURATION	SCHEMATIC TABLES
Caster	n/a	See Table	Additional Hit Points, Duration

The *Vengeance* spell transforms the caster into a monstrous weapon. First, it increases his Attack Value by 10. This affects any weapon the caster wields, making it easier for him to inflict damage in combat. The second benefit is an increase to the Warrior's Hit Points. These magical points will raise a character above his maximum Hit Point potential and are deducted first when damage is suffered. The spell also increases the Warrior's height to larger than man-sized status, allowing him to use the *Parrying* and *Final Blow* skills even when using larger weapons (maul, two-handed sword, etc.). This change also increases his attacks per minute with these weapons to one attack every combat minute. The Warrior of Grom becomes immune to all non-magical attacks similar to the 6th level spell, *Unholy Armor*. Lastly, while the spell is active, the character is immune to all diseases, fear-based attacks, and poisons (natural and otherwise). The caster is even immune to spells that mimic these effects (e.g. *Paralysis* and *Rot*).

Although the *Vengeance* spell offers great benefits to the caster, his mental faculties are affected by its magic. Throughout the duration of the spell, the caster will attack the nearest creature (friend or foe) without thought or hesitation. Due to the magical AV bonus, the Warrior will not gain credit toward advancement in his *Weapon* Skill.