

Disciples of Steel - Spell Reference

Mage Spells

Spell Name	Loc	Ran	Rad	PL	Dam	Min
Magic Bolt	C	10	1	4	1-5	4/64
Magic Shield	C	2	Party	6	1-5sh	10/68
Light of Day	O	-	-	6	-	16/68
Compass	D	-	-	6	-	20/74
Knock	D	-	-	10	-	30/76
Invisibility	C	-	-	20	-	50/76
Find Traps	D	-	30x30	30	-	50/80
Mystical Beasts	O	-	-	20	1Day	60/80
Wall of Fire	C	5	Clear	30	2-10	60/84
Fireball	C	8	7x7	25	4-20	100/88
Annihilation	C	6	Foe	30	-	110/90
Sprint	C	-	-	15	Doub	115/92
Lightning Bolt	C	-	-	25	3-15	120/94
Slow	C	-	AllFoe	40	Half	130/96
TimeStop	C	-	AllFoe	50	LoseTurn	150/96
DeathStrike	C	5	Foe	50	Death	160/98
Lead to Gold	F	-	-	10	-	175/100
Ice Storm	C	6	5x5	50	5-25	185/101
Destruct	C	-	Foe	60	-	200/102
Zap	C	-	-	35	4-20	220/104

Loc

C - Combat

D - Dungeon

F - Anytime Except Combat

O - Outdoors

A - Anytime

E - Encamp

PL - Cost in Essence Per Power Level

Dam - Damage Per Power Level

Min - Minimum Essence/Minimum Intelligence

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Illusionist Spells

Spell Name	Loc	Ran	Rad	PL	Dam	Min
Mind Flay	C	-	-	6	1-5	4/64
Create Illusion	C	5	Clear	10	-	20/68
Power Word - Stun	C	5	Foe	10	-	20/68
Nature's Mask	E	-	-	20	-	40/74
Astral Defender	C	1	Party	10	1-5sh	40/76
Beguile	F	-	-	20	-	50/76
Stealth	C	-	Caster	25	-	60/80
Reveal	C	-	-	25	-	70/80
PassDoor	D	-	-	40	-	70/84
Power Word - Fear	C	6	Foe	25	-	80/88
Confuse	C	5	Foe	20	-	90/90
Image	C	-	Caster	35	1-5im	95/92
Phantasm	C	6	Foe	35	-	100/94
Power Word - Futility	C	6	Foe	30	-	100/96
Mass Invisibility	C	-	-	40	-	110/96
The Ball	C	-	-	25	4-20	130/98
Chaos	C	-	AllFoe	40	-	140/100
Power Word - Die	C	7	Foe	50	Death	150/101
Prismatic Globe	C	-	AllFoe	100	?????	175/102
Astral Plane	C	-	Caster	100	Run!!	200/104

Loc

C - Combat

D - Dungeon

F - Anytime Except Combat

O - Outdoors

A - Anytime

E - Encamp

PL - Cost in Power Per Power Level

Dam - Damage Per PowerLevel

Min - Minimum Power/Minimum Intuition