

ARMORPLATE		4				4	PERSIST	0 / 0	
	MODIFIERS								
	This persistent spell enhances the armor protection factor of all party members for as long as it endures, up to 28 rounds.								
DIRECTION		1			1	1	4	PERSIST	0 / 0
	Creates a magical compass floating before the party that tells them the current direction they are facing. The power level determines how long the compass persists.								
CREATE GOLEM					8		28	SUMMON	0 / 0
	Requires a stone as a component. This spell constructs a living golem from surrounding matter that will fight for the party until it is destroyed. The strength and level of the golem is determined by the power level.								
WEAPON ROT							22	ENEMY	0 / 0
	Any combatant caught by the effects of this magic can have their weapons crumble into dust right in their hands, leaving them defenseless. The result is determinate on the power of the spell and the saving throw of the weapons involved.								
S P I R I T									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
BLESS			1				2	COMRADE	0 / 0
	Bestows a divine prayer on the target that enhances their fighting attributes and makes them more likely to succeed in combat both in offensive and defensive action. Relative to power level.								
CURE DISEASE			4		5	4	8	COMRADE	0 / 0
	This spell is meant to purge the body of disease. The result is dependent on the power level of the spell and the extent of the affliction when it is cast.								
CURE HEAVY WOUNDS			3		4	5	8	COMRADE	0 / 0
	Heals 1D12 hitpoints of damage to a party member per power level. This spell will not resurrect the dead or cure any conditions the target may suffer from.								
CURE LIGHT COND			1		1	1	4	COMRADE	0 / 0
	Attempts to cure a character of lesser maladies such as blindness, irritation, nausea and silence. The result is dependent on the power level of the spell.								
CURE LIGHT WOUNDS			1		1	2	2	COMRADE	0 / 0
	Heals 1D6 hitpoints of damage to a party member per power level. This spell will not resurrect the dead or cure any conditions the target may suffer from.								
STONE TO FLESH			7				16	COMRADE	0 / 0
	This spell attempts to return a character who has been petrified from rock back into living flesh. Success is dependent on the degree to which the character has been stoned and the power level of the spell.								
HEALING CLOUD			16				36	PARTY	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Conjures up a glowing cloud of mystical energy that heals all party members for 3D8 hitpoints of damage per power level. This cloud diminishes by 50% each round until it dissipates.								
NEUTRALIZE			4		7	4	10	COMRADE	0 / 0

[illegible]

P S Y C H E									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
CHARM	MESMERIC	1				1	2	ENEMY	0 / 0
	MODIFIERS	REFLECTION. PROTECTION.							
	Causes a enemy to turn into an ally by enchanting their mind with a confusing array of benevolent and chummy sensations. If they are unable to overcome the effects of this spell the former enemy will gleefully embark on a campaign to destroy his own companions until the effects wear off. Duration relative to power level.								
MINDREAD		8				4	32	SPECIAL	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	A psychic scan of the consciousness of an NPC that the party is interacting with to retrieve any interesting hints or clues about what may be on their mind. This spell can often be invaluable in discerning the motives of an NPC or extracting useful information. The power of the spell determines how deeply the recesses of the mind are penetrated.								
CONFUSION	MENTAL	3				2	6	ALL ENEMIES	0 / 0
	Jumbles the minds of one's foes with nonsense encouraging them to stagger about idiotically swinging at thin air. Smarter opponents may be able keep their heads clear depending on the power of the spell and their susceptibility to mental attacks.								
DETECT SECRET		1				1	4	PERSIST	0 / 0
	After casting this spell, a floating mystic eye appears overhead that will flash a question mark whenever something concealed or secret is nearby. An indispensable tool for detecting items, secret walls, doors and others hidden features. Duration is relative to power level.								
IMPROVED IDENTIFY						4	12	PERSIST	0 / 0
	Useful magical incantation that can reveal the true identity of both items and monsters. Lasts until it is successful. It's accuracy is affected by the power level it is cast at. Can enlighten the caster not only of the properties of an item but also of it's real nature and history.								
IDENTIFY		1				1	4	PERSIST	0 / 0
	Useful magical incantation that can reveal the true identity of both items and monsters. Lasts until it is successful. It's accuracy is affected by the power level it is cast at.								
LOCATE ITEM		6				5	16	SPECIAL	0 / 0
	The caster enters into a meditative trance in which they can detect objects in the vicinity of the party even if they are concealed or buried. The size of the area revealed by the spell is relative to power level of the cast.								
SAFE HAVEN		2	1	3	4	1	8	SPECIAL	0 / 0
	This spell expands the consciousness of the caster to enable them to detect places nearby where the party can rest safely without being attacked by monsters while they are sleeping. At the highest power level it also reveals the map cells in the current location.								
TRUE SEEING		7	7			4	16	PERSIST	0 / 0
	Dispels the appearance of solidity in illusionary walls and objects, allowing the party to see past them to possible hidden passages or features. Duration is directly proportional to power level.								
LOCATE		10				7	24	SPECIAL	0 / 0

[illegible]

	penetrate. Duration and strength relative to power level.							
WIZARD EYE	5				16	SPECIAL	0 / 0	
	Useful mental projection allows a caster to concentrate to see all surrounding terrain features in his mind's eye. Circumference of area viewed is relative to power of the cast.							
DETECT MAGIC	1				2	12	PERSIST	0 / 0
	Causes all magical items in inventory to glow with a purple halo. Useful in determining if certain weapons are magical, for use against those monsters which can only be hit by enchanted weapons.							
ANTIMAGIC	SORCERY	13		7		28	SPECIAL	0 / 0
	An energy field appears around up to 6 monsters that dampers their magic powers and causes many of their spells to fizzle or backfire. Duration and strength dependent on power level.							
DANGER SENSE					3	12	SPECIAL	0 / 0
	Enables psychic vision of all monsters lurking in ambush in the current region. Circumference of area viewed is proportional to the power level of the spell.							
READ MAGIC	2				1	4	COMRADE	0 / 0
	Temporarily increases the scribe skill of a character in order to assist them in scribing a difficult new spell into their spellbook. Amount by which the skill is increased relative to power level of spell.							

I N F E R N A L									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
COSMIC GATE	DEATH	9	8	6			22	ALL ENEMIES	5 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Opens a gateway into another plane of reality which exerts a powerful pull on creatures from other planes like demons and astral entities. Failing their saving throw, they are sucked through the gate as it closes. Success relative to power level of spell.								
CRUSHING HAND	SYSTEM	5	6	4			12	ENEMY	2 / 2
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	A colossal spectral hand materializes out of thin air under the control of the caster, smashing down on a single monster it is directed at doing 6D8 damage per power lever.								
DEVIL WIND	DEATH			6			20	ALL ENEMIES	1 / 0
	MODIFIERS	REFLECTION. PROTECTION.							
	A howling wind whips up out of nowhere around a group of up to 6 monsters, lashing them with stones and debris causing 1D6 damage per power level. Some monsters may become afraid or confused.								
DREAD	MENTAL			1		2	12	ALL ENEMIES	0 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	Causes creatures affected by spell to become filled with feelings of terror and a sense of foreboding doom. Success and duration relative to power at which spell is cast.								
INSECT SWARM	CAUSTIC		3	1	4		6	ALL ENEMIES	1 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Swarming cloud of insects issues from caster's mouth that hovers over a single group of up to 6 monsters doing 1D4 damage per power level. These insects can also cause irritation and confusion. Swarm persists for up to 6 rounds declining in ferocity by 50% each round.								
REMOVE CURSE			4				20	COMRADE	0 / 0
	Attempts to remove both a physical curse on a player as well as freeing up any accursed items equipped to the body. Success relative to power level of spell when cast.								
	SUMMON HELLSPAWN				10			36	SUMMON
This spell attempts to summon creatures from the infernal regions to fight on the party's behalf. The strength of the creatures summoned is relative to the power level.									
WITCHHEX		DEATH			1	1		2	ENEMY
	Casts a curse on the target that causes them to fight, react and save very poorly. Strength of curse is relative to the power level of the spell.								
	BLIGHT	SYSTEM			3			8	ENEMY
Causes large diseased boils to erupt from the unfortunate creature it is cast upon. Success of spell and total effect is relative to power level.									
PENTAGRAM				9		14		16	PARTY
	The caster draws a large circular pentagram around the party that repels demonic creatures and their magical attacks. Strength and duration of spell dependent on power level at which the spell is cast. This spell can only be used on solid land.								
	NIGHTMARE	MENTAL			4			14	ILLUSION

	Creates the illusion of a bizarre and terrible creature to fight in the party's behalf. A majority of the monsters must believe in the illusion in order for it to take effect. Level of the illusionary monster is dependent on power level.								
DEMON WARD				3			10	COMRADE	0 / 0
	The caster makes an unholy sign on the forehead of a single character that repels demonic creatures and their magical attacks. Strength and duration of spell dependent on power level at which the spell is cast.								
NECROMANTIC									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
BRAIN ROT	MENTAL			1		2	4	ENEMY	0 / 0
	MODIFIERS	PROTECTION.							
	A devastating spell that causes serious insanity and confusion in a single monster. Success and effectiveness is dependent on the power level.								
DEATH GAZE	DEATH			12	16		28	ALL ENEMIES	5 / 6
	MODIFIERS	REFLECTION. MAGIC SHIELD. PROTECTION.							
	A harrowing gaze by the caster on a group of up to six monsters. Any creature that can meet the caster's gaze must save versus death magic or be killed instantly. Success depends on the skill of the caster and the power level.								
CRYPT CLARION	MENTAL			9			14	ENEMY ROW	0 / 0
	A horrid trumpet sounds with a piercingly loud screech that strikes terror into the hearts of those who hear it in the opposition. The spell can severely demoralize the monsters and may cause some of them to bolt and run away in fear. Effectiveness dependent on power level.								
BANISH UNDEAD	DEATH		7	5			16	ALL ENEMIES	1 / 0
	Attempts to deanimate a group of up to 6 undead creatures to return them to their lifeless state. Success is relative to the strength of the cast.								
FINGER OF DEATH	DEATH			8	12		18	ENEMY	4 / 4
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	The caster extends a finger at a single monster sentencing him to extinction if he cannot save versus death magic. Success depends on the power level and skill of the caster.								
LIFE DRAIN	SYSTEM			13			32	ENEMY	8 / 0
	Attempts to drain a single monster of all their hitpoints of life force and transfer it into the caster. Success is dependent on the power level and skill of the caster.								
UNDEAD WARD			4	2	7		26	COMRADE	4 / 0
	The caster makes an glyph of warding over a character's head that will repel the undead and their magical attacks as long as it lasts. duration and strength are dependent on the power level.								
SUMMON UNDEAD				4			12	SUMMON	0 / 0
	Summons forth an army of the undead from the earth below to fight on behalf of the party if successful. Level and number of monsters summoned is relative to the power level used.								
HOLD UNDEAD	PARALYTIC		3	2			8	ALL ENEMIES	1 / 0
	Immobilizes any undead creature in a group of up to six if they fail their saving throw. Duration the undead are held is directly proportional to the power level of the spell.								

DEATH CLOUD	DEATH		12		34	ALL ENEMIES	6 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.					
	Conjures up a black cloud of death overhead that hovers above a group of 1-6 monsters attempting to kill them outright each round they do not save versus death magic. The cloud persists for up to 6 rounds depending on the power level and declines in strength by 50% each round.						
DEATH WISH	DEATH		22		36	ENEMY ROW	10 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.					
	This awesome magic is the ultimate power that can be unleashed on one's opponents. By merely concentrating on the idea, the caster can kill all the party's enemies instantly if they fail to save versus death magic. Success is relative to the power level and skill with which the spell is cast.						
RAISE DEAD		10			36	SPECIAL	0 / 0
	This spell can return to life many races that might be otherwise impossible to resurrect with ordinary magic, or characters that have been dead more than 7 days. It can also resurrect old bones to summon forth an ally from the ancient past. Success is relative to power level.						

A R C A N U M									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
HERMETIC GAG	SORCERY						18	ALL ENEMIES	2 / 1
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Causes a bubble of sound absorbing energy to form around a group of up to 6 monsters preventing them from making incantations. Duration and strength relative to power level.								
MATTER CLONE							32	SPECIAL	0 / 0
	Clones perfect duplicates of a selected item, the quantity created being dependent on the skill and power level at which the spell is cast.								
POWER NIMBUS							20	PARTY	4 / 0
	This spell restores hitpoints, vitality and morale to the entire party. Total effectiveness is proportional to the level at which the spell is cast.								
INVISIBILITY							22	CASTER	2 / 0
	Causes a character in party to vanish from sight until the spell wears off or they attack another creature. This makes the party member virtually immune to attacks because none of the enemies can see the character. Duration is relative to power level.								
RAINBOW RAYS	MESMERIC						16	ALL ENEMIES	5 / 1
	A powerful scintillating rainbow appears over the heads of a group of up to 6 opponents, producing a variety of effects including 3D6 damage per power level.								
RECHARGE							18	SPECIAL	0 / 0
	Restores magical charges to an item so that it can be used again if it has been depleted. Number of charges restored is dependent on the power level of the spell when it is cast.								
DIMENSION DOOR							32	SPECIAL	0 / 0
	This spell establishes a portal to be used as an exit when traveling through the astral plane via a teleport spell. Can sometimes malfunction and deliver the party into solid rock or earth, killing everyone instantly.								
ILLUSION							14	ILLUSION	2 / 0
	Creates a very convincing illusion of a powerful entity to fight on the party's behalf. A majority of the monsters must believe in the illusion in order for it to take effect. Level and strength of the illusion is dependent on power level.								
TELEPORT							32	SPECIAL	0 / 0
	MODIFIERS	ANTIMAGIC.							
	This spell teleports the party through the astral plane to a previous gate that has been set with the complementary spell Dimension Door. Can sometimes malfunction and deliver the party into solid rock or earth, killing everyone instantly. Has been known to leave party stranded in astral plane on occasion.								
MIRROR MIRAGE							24	PERSIST	0 / 0
	Upon casting this spell, a glittering golden mirror appears floating in the air in front of the party, lasting for up to 60 rounds. This mirror can absorb and even reflect gaze attacks and other forms of magic requiring line-of-sight between caster and castee.								
ASTRAL TRAVEL							26	SPECIAL	0 / 0
	This spell can transport the party to any one of several planes in								

	other dimensions, including the astral plane or the planes of fire or water. It can sometimes malfunction and deliver the party into solid rock. Results vary according to the power level and skill of the caster.								
ELDRITCH									
SPELL	SAVEVS	S O R	H O L	U N H	P A G	S A G E	PPL	TARGET	F/B
ETHERWARP	SYSTEM						28	ENEMY	4 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Warp the physical body of astral creatures causing them up to 4D8 damage per power level. Success depends on skill of caster.								
DESTROYER VORTEX	SORCERY						36	ENEMY ROW	5 / 4
	MODIFIERS	REFLECTION. ANTIMAGIC.							
	Incredible whirlpool of cosmic energy appears spewing volcanic streamers of gas that can do up to 6D8 damage per power level to monsters and produce a variety of ill effects in them. Success depends on the spellcaster's skill and the strength of the spell.								
DETECT INVISIBLE	MESMERIC						20	ENEMY ROW	0 / 0
	Disperses the veil of invisibility around opponents so they can be seen and struck in combat. Effectiveness is related directly to the level spell is case at.								
DEADLY BLADES	SYSTEM						26	ALL ENEMIES	6 / 2
	MODIFIERS	REFLECTION. ANTIMAGIC. MISSILE SHIELD. PROTECTION.							
	Apocalyptic maelstrom of seething barbed wire rips through the ranks of the monsters doing 10D8 per power level. Monsters may be wrapped up and immobilized by this wire even if they save against the damage.								
DISINTEGRATE	SYSTEM						32	ENEMY	10 / 0
	MODIFIERS	REFLECTION. ANTIMAGIC. PROTECTION.							
	If it succeeds this spell will cause a targeted creature to explode in a blast of dust spontaneously with a mere wave of the caster's hand. Success is dependent on the power level and skill of the caster.								
MOONBEAM	MESMERIC						24	ENEMY ROW	4 / 0
	MODIFIERS	CONDUCTION. REFLECTION. ANTIMAGIC. MAGIC SHIELD. PROTECTION.							
	This horrible spell conjures up an enchanted image of the moon which can cause mass insanity in animals or werewolves who fail to save versus hypno. Lycanthropes seeing this illusion may become beholden to the spellcaster and begin to fight savagely amongst themselves.								
SUMMONING I							16	SUMMON	4 / 0
	Summons minor set of monsters to fight for party with excellent chances of success relative to power level.								
SUMMONING II							22	SUMMON	8 / 0
	Summons major set of powerful monsters to fight for party with excellent chances of success relative to level at which it is cast.								
TIME STOP							36	PERSIST	0 / 0
	MODIFIERS	REFLECTION.							
	Literally halts the flow of time around the vicinity of the party, permitting them to attack their enemies while time is halted. Duration is determined by the power level of the spell.								

Multiclassing

Part of the fun of progressing in your profession in Grimoire is the option of switching classes when you achieve higher levels in order to try out a new career. As long as you qualify for the new class and it is in the list of eligible professions to migrate to for your current class, you can switch any time you want after level 4. **NPCs** cannot multiclass and are stuck at the profession they had when you recruited them.

Class changes are limited to three career paths, according to the current profession. You can never return to a profession you have already had before so choose wisely. Eventually you will discover that a character has to choose a retirement class as he has run out of careers he can legally migrate into.

Statistics are reset to the minimum for the race and profession upon changing to the new class. You keep all existing skills and spells you have acquired previously. Your level is reset to one and your experience tables will come from the new profession to determine when your character advances next.

Careful multiclassing can produce very powerful and very experienced characters if it is done shrewdly and when you think you have pretty much topped out in that job. Around level 10, advancement becomes very difficult in Grimoire because of the experience points required to make the next level and many players choose instead to try another career for that character altogether.

PROFESSIONS	CAREER CHANGES
Warrior	Ranger, Berserker, Pirate
Wizard	Thaumaturge, Necromancer, Sage
Cleric	Templar, Bard, Sage
Thaumaturge	Wizard, Necromancer, Sage
Necromancer	Wizard, Thaumaturge, Sage
Ranger	Warrior, Thief, Assassin
Thief	Bard, Pirate, Assassin
Templar	Warrior, Cleric, Bard
Berserker	Warrior, Ranger, Pirate
Jester	Thief, Bard, Assassin
Bard	Cleric, Jester, Sage
Metalsmith	Warrior, Berserker, Pirate
Pirate	Thief, Berserker, Assassin
Assassin	Warrior, Thief, Berserker
Sage	Wizard, Cleric, Thaumaturge