Level
=====

The level of a spell indicates the difficulty of the spell as well as defining how advanced a spell-user must be before he may fully grasp the knowledge to cast the spell.

Type
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A spell is either a wizard based or priest based spell. Anyone except a cleric or priest attempting to cast a priest based spell (a prayer) will not receive a Wisdom bonus to successfully cast the spell (and has a high chance of fumbling the spell unless the caster has an unusally inherent high Wisdom).

Speed
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The speed (in game rounds) determines how long it takes to cast such a spell. The lower the speed, the faster the spell may be cast.

Range
=====

The range of a spell limits how far reaching the spell will effectively work. The range of a spell is usually denoted in 10' (one sqaure) increments. Thus a spell with a range of 1 will only affect those play squares surrounding the caster. Furthermore, there are several other common ranges:

When a spell has a range of "self", only the caster may be affected by the spell.

The most common spell range is that of "touch". This denotes that the caster much touch the recipient of the spell in order to release the spell effects (as for "self", the caster may cast the spell on himself).

A "special" range for missile spells indicates that the spell will last until it impacts an object (a PC, monster, or wall). For cone spells, it usually denotes that the range depends on some modifer, such as the caster's Wisdom level. If this is the case, it will be stated in the long spell description.

Duration
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The duration of a spell (expressed in game rounds) indicates how long the effects of the spell will last. Several common ranges are:

"instant" duration spells have effects which are noticeable immediately. Cone spells with an "instant" duration indicate that the effects of the cone do not linger on game squares more than 1 round.

The "standard" duration for spells is 500 rounds.

A "permanent" duration is forever.

"special" durations last until a specific event occurs, or the "standard" duration for the spell expires. Only one protection or change player attribute spell may be in effect on a player at any one time. If another such spell is cast upon a player, then the modifiers of the previous spell are replaced by those of the new spell.