

Magic - There are twenty-seven spells of magic available to the users of arcane power in the Hyborian World. Characters with Magic Ability of at least POOR will have one or more spells which they are able to use. There are spells which affect every action in Hyborian War: Combat Magic, Strategic Magic, Battle Magic, Province Magic, Life Magic, Information Magic, Diplomacy Magic, and Anti-Magic.

PERSONAL COMBAT MAGIC

You will never need to write an order on your command sheet for personal combat magic. All characters with magic of this type will automatically use it when involved in personal combat with another character, monster, etc. Note that personal combat magic is an aid above and beyond a character's natural personal combat ability rating.

1. **Arcane Blasts** - With a flick of the hand, the holder of this spell can unleash a blast of power upon a foe!
2. **Magic Armor** - Magic Armor provides the character with special defenses in hand to hand combat, making him more difficult to strike.
3. **Magic Weapon** - The wielder of a magic weapon can be a deadly opponent in personal combat situations. A magic weapon may be any type of weapon, sword, axe etc.
4. **Mesmerism** - The gleaming eyes of a character with this spell may temporarily mesmerize a foe, leaving him helpless. Mesmerism can be a powerful tool in combat and especially useful to agents.
5. **The Open Hand** - Knowledge of this spell signifies membership in the dread Open Hand Society. A master of the Open Hand of power can break down strong doors and kill instantly.

6. **Strength** - This spell allows a character to draw upon energy resources in the realm of magic to provide him with unusual strength for short periods of time. It is useful in combat and in other situations where extra strength can help.

STRATEGIC MAGIC

Spells of this kind are only used during the strategic movement phase of an invasion or during raids. They may be used by both the offensive and defensive player in such situations. Each character with knowledge of strategic magic may prepare ONE such spell for use in any strategic situation which arises. Any character who has prepared a strategic spell and is assigned to an army will automatically cast that spell every time it will help your army. A character **MUST** be in an army to cast these spells successfully.

While characters may only have one strategic spell prepared at any one time, you may change the prepared spell of those characters who know more than one spell from one turn to the next simply by issuing a prepare declaration for the new spell which you wish that character to prepare for the next turn.

A character may be assigned to join an army on the same turn in which that army is engaging in the strategic movement phase of an invasion. In such a case the character will arrive to join the army in time to use strategic magic on that turn and then take part in battle. Characters assigned to join an army on the same turn in which that army is actually engaging in battle will **ALWAYS** arrive too late to join in the combat. Only characters who are assigned to an army may prepare a strategic spell. However, both a join army command and a "Prepare Strategic Spell" declaration may be ordered for a character on the same turn. At any time that a character is given a command order other than "Join Army," that character's prepared strategic magic spell (if any) is no longer prepared. If a character does not have a strategic spell prepared he will not under any circumstances use strategic magic. Any character assigned to an army who also has a strategic magic spell prepared will use strategic magic as often on the same turn as the character has the opportunity to do so. For example, a wizard on assignment with a defensive imperial army and prepared to use the spell Black Death, could well cast Black Death three times on the same turn - if the wizard's army responded to three different invasions. Each casting would, however, subtract one from the total number of times the wizard is able to cast the spell.

(Recall that some spells such as Black Death may only be cast a limited number of times by the same spellcaster.) While all strategic magic spells are useful in an invasion, only Forced March and Far Sight are useful on a raid.

7. **Black Death** - When prepared, the Black Death spell is cast on any enemy army which marches in to invade one of your provinces where the spellcaster is stationed. Casting this spell places extreme strain on the life energy of the spellcaster and thus may only be cast a limited number of times in a spellcaster's lifetime. The Black Death is a form of virulent plague which will slay between 20% and 50% of the enemy troops as they march to meet your forces in battle. The Black Death spell may not be used offensively and only works in defense of provinces under your control. Example:

I DECLARE a (B)lack (D)eath (S)pell for (Character ID)

8. **Far Sight** - The Far Sight spell allows the spellcaster to "see" an enemy army at a distance and thus improve his army's ability to outmaneuver them. Far Sight may be used by both the offensive and the defensive kingdom during a raid or invasion. Example:

I DECLARE a (F)ar (S)ight (S)pell for (Character ID)

9. **Force March** - The Force March spell adds vigor to tired legs, aiding soldiers to march longer and farther than is normally possible. It is useful in helping an army outmaneuver its opposition in the strategic movement phase of an invasion or during a raid. Example:

I DECLARE a (F)orce (M)arch (S)pell for (Character ID)

10. **Rains** - With this spell, a character can control weather so as to call forth great rainstorms at will. The Rains spell, used strategically, will cause rivers to overflow, create floods, and generally inhibit the maneuvers of enemy troops while allowing your troops to move about in clear sunshine. It is useable by both sides during the strategic movement phase of an invasion. Example:

I DECLARE a (R)ains (S)pell (P)repared for (Character ID)

11. **Sun Bane** - With this spell a character can control the sun and is able to call forth great blasts of heat and burning. It can be a useful spell to either side during the strategic movement phase of an invasion. The wielder of Sun Bane will attempt to swelter the troops of the enemy as they march, blighting them with extreme heat and sunstroke as they move through dry or arid terrain. Example:

I DECLARE a (S)un (B)ane (S)pell for (Character ID)

BATTLE MAGIC

Spells of this type are extremely powerful and capable of protecting, improving, or shattering whole armies. Battle magic is only useable in set piece battles which result from invasions. You will not need to write a declaration or a command order to use battle magic. The list of battle magic spells available to your spellcasters at the scene of a battle will be printed out automatically next to each character's name. To order a particular spell to be cast you will simply check the box which appears next to the spell that you wish cast. Characters may cast a maximum of two spells in a battle and there are some limitations on the types of spells which a single spellcaster may cast in combination at the same battle. For a complete listing of all such limitations see the Spell Chart.

12. **Earth Demon** - The Earth Demon spell is a very potent and terrifying form of magic! With a word of command, the holder of this spell may summon the very power of the earth to do his bidding, causing the earth to shake, cliffs to topple onto the armies of his enemies and the walls of fortifications to come crashing to the ground in the space of a moment. The Earth Demon spell is only effective in mountain, hill, or fort terrain.

13. **Fanaticism** - The Fanaticism spell makes the spellcaster's army fight with increased bravery and heroism (improves morale). The Fanaticism spell is of great value to armies known for their lack of courage or discipline.

14. **Fear** - The Fear spell is used to make an enemy army uncertain and afraid (decreases morale). It can be of great value when cast upon troops known for their lack of courage or discipline.

15. **Firewall** - This spell causes a wall of flame to leap up in obedience to the will of the spell caster. A firewall can engulf and destroy entire ranks of charging soldiers in an instant!

16. **Magic Blast** - A character with this spell can call upon the very powers of the heavens to aid his cause in battle. This spell will call forth bolts of lightning to fall from the sky and blast enemy troops. Due to the need to target specific troops or leaders, the spell works best for wizards who have some degree of military command ability.

17. **Magic Sleep** - With this spell, a character can call upon a child from the chilling outer void (a being whose very touch can paralyze the body and numb the mind). If successful, the spellcaster may command this creature to touch the commander of an enemy army. The commander touched in this fashion will become paralyzed and useless for the duration of the battle.

18. **Missile Shield** - By using this spell, a character may cause most of the closing missile volleys from an enemy host to be misdirected and deflected.

19. **Phantom Warriors** - This spell summons to the world of men a creature or creatures of Great Power. Such creatures can take many forms, perhaps even appearing human, but each in its own way is a potent summoning. The strain upon a character to summon and control such creatures is great, and thus the spell may only be cast a limited number of times in a character's lifetime.

20. **Summon the Dead** - This spell allows the spellcaster to command the dead to rise from their graves and take up arms in battle. This spell will cause a variable number of undead troops to shamble forth and fight on the side of the spellcaster's army.

PROVINCE MAGIC

21. **Rains** - This spell in addition to its use as a strategic spell may be used as province magic. The rains spell allows a character to summon great rain storms at will. When used as province magic, the rains spell will tend to be helpful to dry desert provinces and cause ruin to swampy or heavily rivered provinces. Example:

I COMMAND ALKAR MAGEHAND TO (C)ast (R)ains on (XYZ)

22. **Sunbane** - This spell, in addition to its use as a strategic spell, may be used as province magic. The sunbane spell allows a character to summon burning heat from the sun, banishing the fiercest storms. When used as province magic, the sunbane spell will tend to be helpful to cold, snowy provinces and harmful to hot, desert provinces.

LIFE MAGIC

23. **Long Life** - The long life spell may only be cast during a peace years turn and may only be cast upon one of your own characters. Each time that a long life spell is cast upon any particular character, that character will begin to age less and may even become younger! The long life spell places a tremendous drain upon the life energy of the spellcaster and thus may only be cast a limited number of times by a character who knows the spell. A character may cast this spell on himself; indeed, an aged wizard may ignore other commands to use it to preserve his own life. Long life does not restore used-up spells. Example:

I COMMAND ALKAR MAGEHAND TO (C)ast (L)ong (L)ife on (Character ID)

24. **Reincarnation** - The reincarnation spell is only usable on one of your characters who has died on the previous turn. If the spell is successfully cast, it will bring the dead character back to life at the same age as when he died. The reincarnation spell places a tremendous drain upon the spellcaster and a character may only cast it a limited number of times in his lifetime. A reincarnated character will not regain used-up spells. Example:

I COMMAND ALKAR MAGEHAND TO (C)ast (R)eincarnation (S)pell on (Character ID)

INFORMATION MAGIC

25. **Prophecy** - With the prophecy spell, a character will be able foretell with great accuracy important events of the future. No one can say what the gods will reveal to a character in the midst of the trance-like state of prophecy, but it is certain the knowledge will be great. The prophecy spell may ONLY be cast on a peace years

turn, never during war seasons. Prophecy may be directed either at an kingdom's future or at the Hyborian world at large. Example:

I COMMAND ALKAR MAGEHAND TO (P)rophecy (K)ingdom (Kingdom abrv)

I COMMAND ALKAR MAGEHAND TO (P)rophecy (W)orld

DIPLOMACY MAGIC

26. **Diplomacy** - This spell is used to enhance the appearance, speaking ability, tact, etc. of a character who is about to undertake a diplomatic mission. The diplomacy spell can be cast upon any of your characters to increase his/her diplomatic ability for the turn in which the spell is cast. A spellcaster may not cast diplomacy on himself. Example:

I COMMAND ALKAR MAGEHAND TO (C)ast (D)iplomacy (Character ID)

ANTI-MAGIC

27. **Dispel Magic** - Dispel magic may be cast upon any character from another kingdom who has magic ability. If dispel magic is successful cast, the character it is cast upon will be unable to use any of his magic for that same turn (useful against that foreign wizard who knows the incantation for black death!) You must know the location and ID# of any foreign character upon whom you wish to cast this spell. Note: Because this spell requires your wizard to travel into the stronghold of his enemy in order to cast it, it is considered as dangerous as a spying mission, and there is a chance that your wizard may be captured or killed in carrying it out. Example:

I COMMAND ALKAR MAGEHAND TO (P)rovince (XYZ) to (D)ispel (Character ID)

SPELL LIMITATIONS CHART

Spell Limitations - A character may only cast one spell from any of the following four categories in the same battle.

Firewall / Earth Demon
Magic Sleep / Fear / Fanaticism
Missile Shield / Magic Blast
Summon the Dead / Phantom Warriors

LINKS OF INTEREST

Reality Simulations, Inc.
<http://www.reality.com/>

The Hyborian Tome
<https://grimfinger.net/HyborianWar.html>

The Road of Kings
<https://www.warbarron.com/rok/index.php>

Terrablood's PBM Archives for Hyborian War
<http://www.terrablood.com/hyborian-war/>

[HYBORIAN WAR™](#) is owned and operated by [Reality Simulations, Inc.](#).

[Contact RSI: CSR@REALITY.COM](mailto:CSR@REALITY.COM)

[©1985, 2006 Reality Simulations, Inc.](#)