

Offensive Sorcerer (only!) spells for “Advanced MYFAROG”.

Lightning Bolt* (AIR SPELL)

(Weak, Normal, Strong, Mighty)

Description: A bolt of lightning shoots out at a target within range from the sorcerer’s staff. The spell-caster must hit the target with the bolt, using his Rune Lore as his “OV” against the target’s MI DV, as if the bolt was a normal missile weapon. Metal armour provides no protection against this bolt! If the result is equal to or greater than the MI DV of the target, the bolt will inflict electricity damage to the target. The bolt can then travel to one extra target for every level of the spell caster, providing the next target is equal to or less than 10 feet away from the first target, and subsequent targets, and providing the spell-caster is able to hit the next target as well (as with the first target). The bolt will only keep travelling if another hit is scored by the spell-caster. The spell caster can decide which order the eligible targets shall be hit.

The electricity damage delivered to a target that is hit is either D6 (Weak), 2D6 (Normal), 3D6 (Strong) or 4D6 (Mighty). The damage will *not* deliver any Cut effect, but Shock effect is delivered as for other damage. The Shock mod for the Lightning Bolt is +0.

Time: 1 round.

Range: 50' + 10' per level of spell-caster.

Duration: Instant.

Deity: n/a

Shock (Push) Bolt* (EARTH SPELL)

(Weak, Normal, Strong, Mighty)

Description: A gravitational bolt shoots out at a target within range from the sorcerer’s staff. The spell-caster must hit the target with the bolt, using his Rune Lore as his “OV” against the target’s MI DV, as if the bolt was a normal missile weapon. If the result is equal to or greater than the MI DV of the target, the bolt will drain SP from the target and deliver (only) a Shock effect.

The SP drain delivered to a target that is hit, because the air is knocked out of him, is either D6 (Weak), 2D6 (Normal), 3D6 (Strong) or 4D6 (Mighty). The bolt will *not*

deliver any Cut effect, but Shock effect is delivered as for other damage. The Shock mod for the Shock Bolt is -2.

If the target is Knocked Out or Knocked Down (see *Cut Effect* in the *Combat Rules* in the core rulebook) he will fall 5' (1-3 on a D6), 10' (4-5) or 15' (6) directly *away* from the spell-caster. The effect of this fall is determined normally, as if it was a normal fall. See the Acrobatics skill in the core rulebook.

A target immune to SP drains will naturally not lose any SP, but *will* suffer the Shock effect of the attack.

Time: 1 round

Range: 50' + 10' per level of spell-caster.

Duration: Instant

Deity: n/a



These spells are part of an expansion for the MYFAROG rules, with working title “Advanced MYFAROG”, that will include new spells, tribes for the demi-human races, spell-fumbling, rules for intimidation, additional combat options, how to build a successful MYFAROG campaign, and hopefully also much more.

I publish these spells, as a teaser, but also as a “play-test” document, for these spells. The intention is to make the sorcerers a bit more dangerous, and frankly: more fun to play.

Fire Bolt (Ball)* (FIRE SPELL)
(Weak, Normal, Strong, Mighty)

Description: A bolt of fire shoots out at a target within range from the sorcerer's staff. The spell-caster must hit the target with the bolt, using his Rune Lore as his "OV" against the target's MI DV, as if the bolt was a normal missile weapon. If the result is equal to or greater than the MI DV of the target, the bolt will inflict heat damage to the target. In addition to that, if the spell-caster is level 5 the bolt will turn into a ball of fire, that explodes upon impact with a radius of 5' for every full 5 levels of the spell-caster. E. g. a level 18 spell-caster will cast a fire ball inflicting heat damage to the target as well as everyone (friend or foe) within 15' of the target.

The heat damage delivered to a target that is hit or within the radius of a fire ball is either D6 (Weak), 2D6 (Normal), 3D6 (Strong) or 4D6 (Mighty). The damage will deliver normal Cut/Shock effect. The Cut/Shock mod for the Lightning Bolt is +0/+0.

Time: 1 round.

Range: 50' + 10' per level of spell-caster.

Duration: Instant.

Deity: n/a.

Ice Bolt* (WATER SPELL)
(Weak, Normal, Strong, Mighty)

Description: A bolt of ice shoots out at a target within range from the sorcerer's staff. The spell-caster must hit the target with the bolt, using his Rune Lore as his "OV" against the target's MI DV, as if the bolt was a normal missile weapon. If the result is equal to or greater than the MI DV of the target, the bolt will inflict cold damage to the target.

The cold damage delivered to a target that is hit is either D6 (Weak), 2D6 (Normal), 3D6 (Strong) or 4D6 (Mighty). The damage will deliver normal Cut/Shock effect. The Cut/Shock mod for the Ice Bolt is -2/+0.

Time: 1 round.

Range: 50' + 10' per level of spell-caster.

Duration: Instant.

Deity: n/a.

"Cold hands, warm heart."

Shock (Pull) Bolt* (SPIRIT SPELL)
(Weak, Normal, Strong, Mighty)

Description: A gravitational bolt shoots out at a target within range from the sorcerer's staff. The spell-caster must hit the target with the bolt, using his Rune Lore as his "OV" against the target's MI DV, as if the bolt was a normal missile weapon. If the result is equal to or greater than the MI DV of the target, the bolt will drain SP from the target and deliver (only) a Shock effect.

The SP drain delivered to a target that is hit, because the air is sucked out of him, is either D6 (Weak), 2D6 (Normal), 3D6 (Strong) or 4D6 (Mighty). The bolt will *not* deliver any Cut effect, but Shock effect is delivered as for other damage. The Shock mod for the Shock Bolt is -2.

If the target is Knocked Out or Knocked Down (see *Cut Effect* in the *Combat Rules* in the core rulebook) he will fall 5' (1-3 on a D6), 10' (4-5) or 15' (6) directly *towards* the spell-caster. The effect of this fall is determined normally, as if it was a normal fall. See the Acrobatics skill in the core rulebook.

A target immune to SP drains will naturally not lose any SP, but *will* suffer the Shock effect of the attack.

Time: 1 round.

Range: 50' + 10' per level of spell-caster.

Duration: Instant.

Deity: n/a.

