

TRICKS

Poison: Level 1 trick requiring poison harvested from Serpents. When poison is added to a weapon or arrow, it gains a Trait die on damage until the caster goes to sleep.

Pixie Dust: Level 1 trick requiring a pixie's wand. Allows caster to prepare a bag of Pixie Dust. The caster can create additional bags for 2 MP each.

Bags of Pixie Dust may be thrown at an enemy. If a bag hits, the thrower can control the victim's actions on its next turn. A controlled creature can be made to attack its allies, or even attack itself (in which case it will automatically hit). It could also be forced to throw away its weapon or leap into a chasm. Boss monsters are not affected by Pixie Dust.

When the caster goes to sleep, the Pixie Dust disappears.

Backstab: Level 2 attack trick requiring a Murderer's knife. The caster makes a dagger attack against a monster next to the caster, with Trait dice on attack and damage.

Magic Arrows: Level 3 trick requiring a Warlock's left thumb. While casting the spell, the caster chooses to make his arrows either Flaming Arrows, Ice Arrows or Lightning Arrows. All his arrows act like fire, cold, or lightning attacks instead of arrow attacks. The caster can end the effect freely; it also ends when the caster goes to sleep.

Illusion: Level 4 trick requiring a Mind Monster's barb. The caster touches the floor. Everything within 30 feet of that point takes on whatever appearance the caster wants. Objects and people may be made invisible, illusory objects created, and appearances changed. Illusory sounds can be created and sounds can be muffled.

If the caster wants, he may have illusory creatures attack enemies. The illusory creatures act just like normal creatures, except that they cannot be killed (except if the caster wants) and their attacks always seem to miss.

Everyone who comes within sight of this area is Mazed (RONA 5). While Mazed, they believe the illusion. As soon as they escape the Maze, they no longer perceive the illusion. The trick ends either when the caster banishes it, falls asleep, or moves farther than 30 feet from the central point.

Invisibility: Level 5 trick requiring an Invisible Swordsman's necklace. Hero becomes invisible, as if he cast the spell *Invisibility*. Others can be made Invisible for 10 MP each.

Teleportation: Level 6 trick requiring a Frostbite's crown. The caster can teleport to any place in the maze that the caster has previously been, or to town (ending the quest). Others can be teleported as well, for 10 MP each.

