

SpellJAMMER

"I used SpellJAMMER, and now I can spell real good!"

—Mik Caathi

What It Do

SpellJAMMER gives you 800 spellpoints on the spot. Now you can turn even the best of friends to stone and back with this powerful utility. Think of the possibilities!

Improved Killing! Wow, you have enough spell points to kill them twice!
Improved Number of Targets! Now you can kill not only your enemy, but your friends, and yes,

even yourself!

Improved Length! Those shields will last even longer, those blinks will take you farther, and the

poison will give them runs for longer!

How to Do

Make sure your characters do not have any equipment or armor that GIVES OR TAKES AWAY magic points equipped. I warned you. Don't come to me if you die a horrible death, or if your ears hang low and wobble to and fro.

55 Maximum Speed Limit

This cheat only works on Magic using characters! No shiz, right? Wait, there's more. You can't use it on Paladins either. Why? Because it's too

complicated. What would happen if a paladin was to get 800 spell points and no spells? I don't know either, but we can give that question to Carl Sagan.