

## CONFUSING WAYS

- 1-DISTRACTION (M)** DURATION: C RANGE:100' Target is at -30 for all actions.
- 2-CONFUSION (M)** DURATION:1 rnd/5% failure RANGE:100' Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- 3-BLUR VISION (M)** DURATION: C RANGE:100' Target is at -100 for missiles; -50 for all other actions.
- 4-FEAR (M)** DURATION:1 min./10% failure RANGE:100' Target fears caster and attempts to flee.
- 5-UNBALANCE (M)** DURATION:— RANGE:100' Target becomes unbalanced; if he is moving he trips and falls(1-4 rnds), if he is performing a maneuver he fails it.
- 6-FUMBLE (M)** As Unbalance, except target fumbles weapon or item in his hands.
- 7-HALLUCINATION (M)** DURATION: C RANGE:100' Target sees a nonexistent foe, and must fight him until foe is dead(foe has same capabilities as target but does no damage).
- 8-SPIN (F)** DURATION:— RANGE:50' Target is spun about 180°, taking 1 rnd/20% failure to recover.
- 9-WEAPON ALTERATION (M)** DURATION:1 rnd/lvl RANGE:100' Target weapon is altered to appear to him that it is some other weapon, with which he must fight.
- 10-MIRAGES (M)** DURATION: C RANGE:100' Target sees all moving things clearly, but the caster can control the scene through which they move.
- 11-BLINDING (M)** DURATION:1 rnd/10% failure RANGE:100' Target is blinded
- 12-SHIFTING (M)** DURATION: 1 rnd/10% failure RANGE:100' Target sees moving things shifted between 6" and 18" from where they really are; any attack he makes against a moving foe has a 50% chance of having no effect.
- 13-MASS DISTRACTION (M)** DURATION: C RANGE:300' Up to the caster's lvl in targets can be distracted as in Distraction, if they are all in the caster's field of vision.
- 14-WORD OF FEAR (M★)** As Fear, except spell is instantaneous and duration is 1 min./5% failure.
- 15-AMNESIA (M)** DURATION:1 day/5% failure RANGE:100' Target has amnesia, but loses none of his skills or abilities.

## HIDING

- 1-BLUR (F)** DURATION:1 min/lvl RANGE: S Causes caster to appear blurred, subtracting 10 from all attacks against him.
- 2-INVISIBILITY (F)** As Invisibility on the open mentalist Cloak list.
- 3-SHADOW (F)** As Shadow on the open mentalist Cloak list.
- 4-SILENCE (F)** DURATION:1 min/lvl RANGE: S Any sounds originating within a 1' of the caster's body are completely muffled.
- 5-INVISIBILITY (F)** As above, except everything within 1' of the caster's body is invisible.
- 6-INVISIBILITY (F)** As above, except the caster can vary the radius up to 1'.
- 7-SCREENS (F)** DURATION: C RANGE:100' Creates a 1000 sq' screen on which the caster can place any static scene, which seems 3-dimensional and normal.
- 8-DISPLACEMENT I (F)** As Displacement I on the open mentalist Cloak list.

## MYSTIC BASE SPELL LISTS

| CONFUSING WAYS           | HIDING               | MYSTICAL CHANGE    |
|--------------------------|----------------------|--------------------|
| 1) DISTRACTION c         | BLUR                 | STUDY              |
| 2) CONFUSION             | INVISIBILITY         | FACE SHIFTING TRUE |
| 3) BLUR VISION c         | SHADOW               | CHANGE TO KIND     |
| 4) FEAR                  | SILENCE              | MISFEEL KIND ●c    |
| 5) UNBALANCE             | INVISIBILITY (1')    | ENLARGE            |
| 6) FUMBLE                | INVISIBILITY (to1')  | SHRINK             |
| 7) HALLUCINATION c       | SCREENS c            | MISFEEL CALLING ●c |
| 8) SPIN                  | DISPLACEMENT I       | CHANGING LUNGS     |
| 9) WEAPON ALTERATION     | NO SENSE             | CHANGE             |
| 10) MIRAGES c            | SHADOW MYSTIC        | MIND TONGUE c      |
| 11) BLINDING             | INVISIBILITY (to10') | MISFEEL POWER ●c   |
| 12) SHIFTING             | DISPLACEMENT II      | TRUE CHANGE        |
| 13) MASS DISTRACTION     | FLATTENING           | UNPRESENCE c       |
| 14) WORD OF FEAR *       | MERGING              | MISFEEL c          |
| 15) AMNESIA              | UNPRESENCE c         | CHANGING           |
| 20) SHOUT OF CONFUSION * | DISPLACEMENT III     | PASSING            |
| 25) AMNESIA TRUE         | NONDETECT            | MISFEEL TRUE       |
| 30) PARALLEL REALITY     | DISPLACEMENT V       | HOLY PRESENCE c    |
| 50) LORD CONFUSION       | HIDING TRUE c        | SUBMERGE SELF      |

- 9-NO SENSE (F)** As Invisibility, except caster is also undetectable by smell and sound.
- 10-SHADOW MYSTIC (F)** As Shadow Mentalist on the open mentalist Cloak list.
- 11-INVISIBILITY (F)** As above, except radius can be extended to 10'.
- 12-DISPLACEMENT II (F)** As Displacement I, except base chance of missing is 20%
- 13-FLATTENING (P)** DURATION:10 min/lvl RANGE: S Caster is flattened on his side until he has only two dimensions; thus he can slide through cracks and can't be seen from the side.
- 14-MERGING (F)** DURATION:1 min/lvl RANGE: S Caster can merge into any inanimate, solid material(up to 1' in depth), is inactive and unaware of surrounding activity.
- 15-UNPRESENCE (P)** As Unpresence on the mystic personal modification list.



## MYSTICAL CHANGE

- 1-STUDY (I)** DURATION:— RANGE:300' Caster studies and memorizes the appearance and mannerisms of a being, for later use in a change type spell.
- 2-FACE SHIFTING TRUE (P)** DURATION:1 hr./lvl RANGE: S Allows caster to alter the form of his face; if he "Studied" a being he can take on the exact form.
- 3-CHANGE TO KIND (P)** DURATION:10 min./lvl RANGE: S Caster can alter his entire body to the form of another humanoid race(no increase in mass). This cannot be a specific person.
- 4-MISFEEL KIND (P●)** DURATION: C RANGE: S Caster appears to be of any race he chooses to magical or mental detections.
- 5-ENLARGE (P)** DURATION: 10 min./lvl RANGE: S Caster can increase his mass(and usually height)by 10%/lvl; but there is no proportional increase in strength(other than for movement purposes).
- 6-SHRINK (P)** As Enlarge, except caster shrinks by 10%/lvl and there is no proportional decrease in strength.
- 7-MISFEEL CALLING (P●)** As Misfeel Kind, except profession may be misrepresented.
- 8-CHANGING LUNGS (P)** DURATION:10 min./lvl RANGE: S Caster can breathe water, air or gas at will.
- 9-CHANGE (P)** As Change to Kind, except caster can assume any organic form within ½ and 2× his mass, but does not obtain any special abilities.
- 10-MIND TONGUE (I)** DURATION: C RANGE: 20' Caster can speak mentally with any sentient being, and to the being it will seem as if the caster was speaking in the being's own language.
- 11-MISFEEL POWER (P●)** As Misfeel Kind, except level can be misrepresented.
- 12-TRUE CHANGE (P)** As Change, except a specific being can be duplicated if the being has been "Studied."
- 13-UNPRESENCE (P)** As Misfeel Kind, except caster appears to have no presence.
- 14-MISFEEL (P)** DURATION: C RANGE: S Allows caster to use all of the "misfeel" spells at once.
- 15-CHANGING (P)** As Change, except caster can alter forms at will(1 rnd/change).