

MYSTIC BASE SPELL LISTS

LIQUID ALTERATION	SOLID ALTERATION	GAS ALTERATION	
BOIL/FREEZE WATER c	WARM SOLID	CONDENSATION	(1)
CLEAR/DESALINATE WATER	HEAT SOLID	AIRWALL e	(2)
EVAPORATION	CHILL SOLID	FOG (20'R)	(3)
WATERWALL c	CRACKS CALL		(4)
WATER BOLT	DOOR	AIR STOP (10'R) c	(5)
WATER CORRIDOR (100')	WOODFIRES	FOG (100' R)	(6)
CALL RAIN c			(7)
CALM WATER c	HEAT SOLID c	AIRWALL TRUE	(8)
WAVE	CHILL SOLID c	FIRE BOLT	(9)
WATERWALL TRUE	WALL OF ICE c	AIRSTOP (50'R) c	(10)
WATER CORRIDOR (300') c	SOLID DOOR	FOG (300' R)	(11)
LIQUID to WATER	STONE/EARTH/MUD	GAS to AIR	(12)
WHIRLPOOL c	SHATTER	VACUUM	(13)
WATER TUNNEL c	SOLID DOOR	OXYGENATION c	(14)
CALM WATER TRUE c	MOLD SOLID	WHIRLWIND c	(15)
WATER CORRIDOR TRUE	SOLID TUNNEL	FOG TRUE	(20)
WATER TUNNEL TRUE	SOLID DOOR TRUE	GREAT VACUUM	(25)
STREAM DIVERSION c	SOLID TUNNEL TRUE	CLOUD SHAPING c	(30)
TRANSMUTATION	TRANSMUTATION	TRANSMUTATION	(50)

30th - 50th level spell descriptions are on pages 110-111.

LIQUID ALTERATION

- 1-BOIL/FREEZE WATER (F) DURATION: C RANGE: T 1 cu'/lvl of liquid can be heated to boiling or cooled to freezing.
- 2-CLEAR/DESALINATE WATER (F) DURATION: P RANGE: T As Boil/Freeze Water, except removes all sediment and dissolved substances from the liquid.
- 3-EVAPORATION (F) DURATION: P RANGE: T As Boil/Freeze Water, except the liquid is evaporated and the amount of liquid is 100 cu'/lvl.
- 4-WATERWALL (E) DURATION: C RANGE:10' Creates a 10'x10'x1' wall of churning water (a water source must be within 10'), cuts all attacks and movement through it by 80%.
- 5-WATER BOLT (E) DURATION:— RANGE:100' A bolt of concentrated water is shot from the palm of the caster; results are determined from the Water Bolt Table (a water source must be within 10').
- 6-WATER CORRIDOR (F) DURATION: C RANGE:10' Creates a corridor through liquid up to 100' long, 3' wide and 10' deep(must be open at the top).
- 7-CALL RAIN (F) DURATION: C RANGE:100'R Causes it to rain in 100'R about caster, heaviness is determined by the humidity.
- 8-CALM WATER (F) DURATION: C RANGE:10' All water within a 100'R is calmed: waves are cut by 20' in the center and less towards the perimeter.
- 9-WAVE (F) DURATION:— RANGE:100' Creates a wave moving away from the caster: wave is 1' high/lvl in the center and 10'/lvl wide.

- 10-WATERWALL TRUE (E) As Waterwall, except has a set duration of 1 min./lvl and doesn't require concentration.
- 11-WATER CORRIDOR (F) As above, except limit is 300'x4'x50'deep.
- 12-LIQUID-WATER (F) DURATION: P RANGE: T Changes any liquid to water.
- 13-WHIRLPOOL (F) DURATION: C RANGE: 300' Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away.
- 14-WATER TUNNEL (F) DURATION: C RANGE:10' Creates a tunnel through liquid that is 5' dia. and 100' long(does not need to be open at the top).
- 15-CALM WATER TRUE (F) As Calm Water, except radius is 100'/lvl.

SOLID ALTERATION

- 1-WARM SOLID (F) DURATION:24 hr. RANGE: T 1 cu'/lvl of any solid, inanimate material can be warmed up to 100°F.
- 2-HEAT SOLID (F) DURATION:1 min./lvl RANGE: T As Warm Solid, except temperature limit is 500° and it takes 1 rnd for each 100°; caster is immune to heat.
- 3-CHILL SOLID (F) As Warm Solid, except it can cool down to 0°F.
- 4-CRACKS CALL (F) DURATION:— RANGE:100' Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- 5-DOOR (F) DURATION:— RANGE: T Can cause a door to expand or contract due to subtle temperature changes; door can be jammed or loosened.

6-WOODFIRES (F) DURATION:— RANGE: T Causes wood and other burnable materials to instantly burst into flames.

8-HEAT SOLID (F) DURATION: C RANGE:50' As Heat Solid, except for range and the fact that it takes 1 rnd for every 50° rise in temperature.

9-CHILL SOLID (F) DURATION: C RANGE:50' As Chill Solid, except for range.

10-WALL OF ICE (E) DURATION: C RANGE:10' Creates a 10'x10'x1' transparent wall of ice, lasting until melted (100 hits of fire) or chopped through. Requires a source of water.

11-SOLID DOOR (F) DURATION: P RANGE T Creates a doorway through any solid, inanimate material; it can be 3'x6'x1'.

12-STONE/EARTH/MUD (F) DURATION: P RANGE: T Will turn a 100 cu' of stone to packed earth, 100 cu' earth to mud, 100 cu' mud to earth, or 100 cu' of earth to stone.

13-SHATTER (F) DURATION:— RANGE:10' Causes a non-metal object of up to 1 cu' to shatter.

14-SOLID DOOR (F) As above, except size is 4'x8'x5'.

15-MOLD SOLID (F) DURATION: P RANGE: T May shape by molding with hands 1 cu' of any solid, inanimate material.



GAS ALTERATION

- 1-CONDENSATION (F) DURATION: P RANGE: T Condenses 1 cu' of water from the surrounding air.
- 2-AIRWALL (E) DURATION: C RANGE:10' Creates 10'x10'x1' wall of dense air; cuts movement and missile attacks through it by 50%.
- 3-FOG (F) DURATION:1 min./lvl RANGE:100' Creates dense fog in a 20'R(visibility 1').
- 5-AIR STOP (F) DURATION: C RANGE: T Stops all generalized air movement(i.e. wind) up to 30 MPH and cuts higher winds by 30 MPH, both in a 10'R.
- 6-FOG (F) As above, except radius is 100'.
- 8-AIRWALL TRUE (E) As Airwall, except has a set duration of 1 min./lvl and does not require concentration.
- 9-FIRE BOLT (E) DURATION:— RANGE:100' A bolt of fire is shot from the palm of the caster; results are determined from the Fire Bolt Table (a fire source must be within 10').
- 10-AIRSTOP (F) As above, except radius is 50'.
- 11-FOG (F) As above, except radius is 300'.
- 12-GAS-AIR (F) DURATION: P RANGE: T All gas within 10'R of the caster is converted to breathable air.
- 13-VACUUM (F) DURATION:— RANGE:100' Causes a "C" impact critical strike to beings within a 5'R.
- 14-OXYGENATION (F) DURATION: C RANGE:100' Creates a 50'R of high oxygen content air; all within it fight at +20 and fire deals double damage.
- 15-WHIRLWIND (F) DURATION: C RANGE: T Creates a whirlwind about caster; it moves with the caster and is 10'R. No missile attacks can penetrate it and any movement or melee is cut by 80%.