

## Montebanc Base Lists 8.13

### BEGUILING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Question	1 target	varies	10'	I
2)	Sly Ears	Self	10 min/lvl	self	U
3)	Empathy	1 target	1 rnd/lvl (C)	10'	I
4)	Charm Kind	1 target	10 min/lvl	50'	Fm
5)	Forget I	1 target	P	50'	Fm
6)	Emotions	1 target	1 rnd/lvl (C)	50'	Fm
7)	Thoughts	1 target	1 rnd/lvl (C)	50'	Fm
8)	Suggestion	1 target	varies	10'	Fm
9)	Sleep	1 target	—	50'	Fm
10)	Hold Kind	1 target	C	50'	Fm
11)	Forget X	1 target	P	50'	Fm
12)					
13)					
14)	True Charm	1 target	10 min/lvl	50'	Fm
15)	Lord Forget	1 target	P	50'	Fm
16)					
17)					
18)	True Hold	1 target	C	50'	Fm
19)					
20)	Amnesia	1 target	1 day/5 fail	50'	Fm
25)	True Sleep	1 target	1 min/10 fail	50'	Fm
30)	Forget True	1 target	P	50'	Fm
50)	Thought Steal	1 target	1 rnd/lvl	50'	Fm

**1. Question** — Caster will know whether a target tells a deliberate lie on a certain subject. For each new subject or target, a new spell must be cast.

**2. Sly Ears** — Target gains double normal hearing. This results in +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses.

**3. Empathy** — Caster learns target's basic feelings. Caster can concentrate on a new target each round.

**4. Charm Kind** — Target believes caster to be a good friend.

**5. Forget I** — Target forgets 10 contiguous minutes totally, caster's choice.

**6. Emotions** — Causes any desired emotion. Possible emotions include hate, love, sadness, anger, etc.

**7. Thoughts** — Caster receives surface thoughts from target. If target makes his RR by more than 25 he realizes that someone is trying to read his thoughts. The caster can concentrate on a new target each round.

**8. Suggestion** — Target will follow a single suggested act that was not completely alien to him (e.g., no suicide suggestions, no blinding himself suggestions, etc.).

**9. Sleep** — Target falls into natural sleep. The first round is a magical sleep (the target cannot be awakened through normal means).

**10. Hold Kind** — Target is held to 25% activity.

**11. Forget X** — As *Forget I*, except 100 minutes can be erased.

**14. True Charm** — As *Charm Kind*, except works on any sentient being.

**15. Lord Forget** — As *Forget I*, except 200 minutes can be erased.

**18. True Hold** — As *Hold Kind*, except any sentient being can be affected.

**20. Amnesia** — Target has amnesia, but loses none of his skills or abilities. He will forget his background and other memories (GM's discretion).

**25. True Sleep** — [RR Mod: -20] Target is unconscious and unwakeable.

**30. Forget True** — As *Forget I*, except 1 hour per level of the caster can be erased.

**50. Thought Steal** — Caster can remove one thought or memory from the target's mind each round.

### SPECIAL NOTES

1) *Charm Kind*, if used in its most fundamentalistic interpretation can be quite overpowered as well as creating some seriously ridiculous situations. As a general rule, remember that a target of *Charm Kind* believes caster to be a *good* friend, not its *best* friend. Thus the GM has to examine the targets persona and ask, what would he do for a good friend, that is not his *best* friend. Would he release him from jail, even though the accusations are murder? Or would he just stop beating him and give him some food? If used on an orc the most favorable reaction might be "I spare you for torture" instead of the usual "I kill you now". On a troll, who's concept of *good friend* equals a good meal, the spell would likely be useless.

2) *Thoughts* give the caster ability to read surface thoughts, i.e such thoughts that are currently on targets mind. That might be the crypto code if target is currently writing an encrypted message or the murder of a specific person if target committed murder the other night.

3) *Suggestion* should be handled with care, and it is suggested (haha, pun intended) that tasks given be innocuous in nature.