

Mystic Base List 4.7.7

DESERT ALTERATIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Magical Visir	1 target	10 min/lvl	touch	F
2)	Annoying Sand	10'R	1 min/lvl	100'	E
3)					
4)	Wall of Sand I	10'x10'x6'	1 rd/lvl	100'	E
5)	Sand Bolt I	1 target	—	100'	DE
6)					
7)	Wall of Sand II	20'x10'x6'	1 rd/lvl	100'	E
8)	Sandspout	10'R	1 rd/lvl	100'	E
9)	Conjure Djinn	varies	1 rd/lvl	100'	E
10)	Sand Portation I	self	—	100'	E
11)	Sand Bolt II	varies	—	100'	DE
12)	Call Sand Storm	100'R/lvl	10 min/lvl	100'	E
13)	Conjure Shaitan	varies	1 rd/lvl	100'	E
14)	Wall of Sand III	30'x10'x6'	1 rd/lvl	100'	E
15)	Sandblast	20'R	—	100'	E
16)	Sand Portation II	self	—	500'	E
17)	Sand Bolt III	varies	—	100'	DE
18)	Wall of Sand V	50'x10'x6'	1 rd/lvl	100'	E
19)	Conjure Ifrit	varies	1 rd/lvl	100'	E
20)	Sand Storm True	1000'R/lvl	10 min/lvl	100'	E
25)	Circleblast	100'R	—	100'	E
30)	Conjure Marid	varies	1 rd/lvl	100'	E
50)	Sand Mastery	varies	1 rd/lvl	varies	U

1. Magical Visir — Caster creates an invisible visor of force, shielding targets eyes from particles, such as sand or dust. Target of this spell cannot be affected by *Annoying Sand*.

2. Annoying Sand — A sudden wind brings sand flying in the air within the radius. Anyone using eyes for watching and nose/mouth for breathing (i.e any living being) operate at 50% while inside the area. Also, it takes 1 round outside the area to clean mouth and eyes to regain full activity.

4. Wall of Sand I — Creates a wall of swirling sand (up to 10' x 10' x 6'). Anyone passing through it takes an "A" Shock critical (no RR). Consider any penalties removable by cleansing eyes/ears/mouth, usually a 1 round action.

5. Sand Bolt I — A bolt of sand is shot from the palm of caster. Resolve the attack on the Water Bolt Table using Shock criticals (RMC III, p.91), but consider any penalties removable by cleansing eyes/ears/mouth, usually a 1 round action.

7. Wall of Sand II — As *Wall of Sand I*, except for size (up to 20' x 10' x 6').

8. Sandspout — Creates a hurricane of sand limited to a 10'R. It takes a complete round to be effective. Anyone entering the radius takes an "A" Shock critical), but consider any penalties removable by cleansing eyes/ears/mouth (usually a 1 round action).

9. Conjure Djinn — Caster conjures a djinn and commands it to attack a target (there are few other uses of a djinn). The djinn manifests as a creature of sand, only partly physical. Use the stats for the lvl 5 Jinn (Creatures & Monsters, p.163). All criticals are Shock criticals (RMC III, p.91), but any penalties might be removed by using 1 full round to clear eyes/ears/mouth from sand.

10. Sand Portation I — Caster, standing on a patch of sand, is "swallowed up" by swirling sand and instantly transported to another patch of sand where he appears. The sand is not harmful in any way for the caster, but an orientation roll is required to act in the same round.

11. Sand Bolt II — As *Sand Bolt I*, except the attack is resolved on the Ice Bolt Table using Shock criticals as primary and Impact as secondary or the caster may chose two targets that are within 10' of each other (and still within a 100' range).

12. Call Sand Storm — Caster calls forth a sand storm that forms in the area within a minute. Anyone still outside (houses and tents will protect against the storm) will have 20% risk of taking an "A" shock critical each round.

13. Conjure Shaitan — As *Conjure Djinn*, except caster conjures more powerful djinn, i.e a Shaitan. Use the stats for the lvl 10 Shaitan (Creatures & Monsters, p.163).

14. Wall of Sand III — As *Wall of Sand I*, except for size (up to 30' x 10' x 6').

15. Sandblast — Caster sends a tempest of sand in the direction of target or group of targets within a 20'R. All hit by the tempest suffers a *Cold Ball* attack, but any criticals are shock.

16. Sand Portation II — As *Sand Portation I*, except range is 500'.

17. Sand Bolt III — As *Sand Bolt I*, except the attack is resolved on the Plasma Bolt Table using Impact criticals as primary, Shock as secondary and Shock as tertiary or the caster may chose three targets that are within 10' of each other (and still within a 100' range).

18. Wall of Sand V — As *Wall of Sand I*, except for size (up to 50' x 10' x 6').

19. Conjure Ifrit — As *Conjure Djinn*, except caster conjures an Ifrit to fight for him. Use the stats for the lvl 15 Ifrit (Creatures & Monsters, p.163).

20. Sand Storm True — As *Call Sand Storm*, except area of effect is 1000'/lvl.

25. Circleblast — Caster sends a tempest of sand in all directions, like a circle extending from caster as its center. All that are within 100'R of caster suffers a *Cold Ball* attack, but any criticals are shock.

30. Conjure Marid — As *Conjure Djinn*, except caster conjures a Marid to fight for him. Use the stats for the lvl 20 Marid (Creatures & Monsters, p.163).

50. Sand Mastery — Caster is able to use one of the lower level spells on this list every round.

SPECIAL NOTES

1) Desert Alterations is a special spell list suitable for Mystics living in the southern hemisphere. It is a variant of the Solid Alterations.

2) The Sand Bolt projects a twirling bolt of lose sand with a core of packed sand in the center. As with all sand attacks, the main trouble is that sand gets into eyes, ears and mouth, being very annoying. This is represented by the Shock criticals with penalties easily removable by victim cleansing eyes, ears and mouth from sand.