

Closed Channeling 3.2.1

DISPELLING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Cancel Essence I	caster	1 min/lvl	self	U
2)	Cancel Mentalism I	caster	1 min/lvl	self	U
3)	Cancel Channeling I	caster	1 min/lvl	self	U
4)	Dispel Essence I	1 target	—	10'	F
5)	Dispel Mentalism I	1 target	—	10'	F
6)	Dispel Channeling I	1 target	—	10'	F
7)	Dispel Ess. Sphere I	10'R	1 rd/lvl	self	F
8)	Dispel Ment. Sphere I	10'R	1 rd/lvl	self	F
9)	Dispel Chan. Sphere I	10'R	1 rd/lvl	self	F
10)	Dispel Ess. Sphere V	50'R	1 rd/lvl	self	F
11)	Dispel Ment. Sphere V	50'R	1 rd/lvl	self	F
12)	Dispel Chan. Sphere V	50'R	1 rd/lvl	self	F
13)	Cancel True	caster	1 min/lvl	self	U
14)	Dispel Ess. Sphere X	100'R	1 rd/lvl	self	F
15)	Dispel Ment. Sphere X	100'R	1 rd/lvl	self	F
16)	Dispel Chan. Sphere X	100'R	1 rd/lvl	self	F
17)	Dispel True	1 target	—	10'	F
18)	Dispel Essence III	1 target	—	300'	F
19)	Dispel Mentalism III	1 target	—	300'	F
20)	Dispel Channeling III	1 target	—	300'	F
25)	Unsymbol True	1 symbol	P	10'	F
30)	Dispel Sphere True	100'	1 rd/lvl	self	F
50)	Unmagic	50'R	P	touch	F

1. Cancel Essence I — When the caster of this spell is a target of a spell from the realm of Essence, the “incoming” spell must first make an RR before the caster makes an RR. For RR purposes, each spell uses a level equal to the level of its caster. If the “incoming” spell passes the RR, it may target the caster normally; otherwise, the incoming spell has no effect on this target.

2. Cancel Mentalism I — As *Cancel Essence I*, except affects spells from the realm of Mentalism.

3. Cancel Channeling I — As *Cancel Essence I*, except affects spells from the realm of Channeling.

4. Dispel Essence I — Any active spell from the realm of Essence that is on the target must make an RR (use the level of that spell’s caster as the spells level). If the spell fails its RR, it is dispelled.

5. Dispel Mentalism I — As *Dispel Essence I*, except affects spells from the realm of Mentalism.

6. Dispel Channeling I — As *Dispel Essence I*, except affects spells from the realm of Channeling.

7. Dispel Essence Sphere I — As *Cancel Essence I*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, the spell must make an RR (with a +30 modifier) or be cancelled (not dispelled) for as long as the active spell is inside the radius.

8. Dispel Mentalism Sphere I — As *Dispel Essence Sphere I*, except only Mentalism spells are affected.

9. Dispel Channeling Sphere I — As *Dispel Essence Sphere I*, except only Channeling spells are affected.

10. Dispel Essence Sphere V — As *Dispel Essence Sphere I*, except radius is 50'.

11. Dispel Mentalism Sphere V — As *Dispel Mentalism Sphere I*, except radius is 50'.

12. Dispel Channeling Sphere V — As *Dispel Channeling Sphere I*, except radius is 50'.

13. Cancel True — As *Cancel Essence I* except all 3 realms are affected.

14. Dispel Essence Sphere X — As *Dispel Essence Sphere I*, except radius is 100'.

15. Dispel Mentalism Sphere X — As *Dispel Mentalism Sphere I*, except radius is 100'.

16. Dispel Channeling Sphere X — As *Dispel Mentalism Sphere I*, except radius is 100'.

17. Dispel True — As *Dispel Essence I*, except all 3 realms are affected.

18. Dispel Essence III — As *Dispel Essence I*, except range is 300'.

19. Dispel Mentalism III — As *Dispel Mentalism I*, except range is 300'.

20. Dispel Channeling III — As *Dispel Channeling I*, except range is 300'.

25. Unsymbol True — [-20 RR] As *Unsymbol True*, on the Closed Channeling *Symbolic Ways*.

30. Dispel Sphere True — As *Dispel Essence Sphere X*, except all 3 realms are affected.

50. Unmagic — Caster creates an area in which all other spell casters suffers a -50 penalty on spell casting. Caster may cancel this spell whenever he wants (and are within range). This spell may also be cancelled by another spell user who knows this spell. Otherwise effect is permanent. This spell is cast as a ritual, casting time equals 1 hour per 10'R (i.e 5 hours for the maximum 50'R).

SPECIAL NOTES

1) The Dispel Essence (and Dispel Mentalism and Dispel Channeling) has a chance to cancel multiple spells on a target. There is only need for one (1) RR as long as all spells were cast by the same caster. If the RR fails ALL spells from that caster are dispelled. If the RR are successful, all spells are still active. If there are multiple casters of spells on a target, each caster must make a RR for his active spells or have them cancelled.

2) When dispelling spells on a target caster may choose to make an exception for spells cast by himself. For example: Rograth, the Sorceror, has cast a successful Horror spell on his enemy Blazanov. Blazanov fights the illusion and has cast Shield, Blur and Enchanted Robes on himself for protection. Rograth may cast a Dispel Essence spell on Blazanov to cancel his protection spells without risk of cancelling his own Horror spell.

3) Hybrid spell casters are affected by Dispel spells that affect one of their realms. I.e a Sorcerors spells can be dispelled by either Dispel Essence or Dispel Channeling.

4) Alternative spells on levels 7, 8 and 9 could be Dispel Essence II, Dispel Mentalism II and Dispel Channeling II. The only difference from their lesser counterparts being that they have an increased range to 100'.