

Closed Essence 3.2.51

**EAGLE WINGS**

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Feather Fall	1 target	1 min/lvl	100'	U
4)	Leaving I	1 target	—	10'	U
5)	Levitation	1 target	1 min/lvl	10'	U
6)	Leaving II	1 target	—	10'	U
7)					
8)	Long Door I	1 target	—	10'	U
9)	Leaving III	1 target	—	10'	U
10)	Bird Shape Self	self	1 min/lvl	self	U
11)	Long Door II	1 target	—	10'	U
12)					
13)	Long Door III	1 target	—	10'	U
14)					
15)	Long Door V	1 target	—	10'	U
16)	Teleport I	1 target	—	10'	U
17)					
18)	Teleport III	3 targets	—	10'	U
19)					
20)	Eagle Shape	1 target	1 min/lvl	touch	U
25)	Teleport V	5 targets	—	10'	U
30)	Bird Shape True	1 target	10 min/lvl	touch	U
50)	Teleport True	1 target	—	10'	U

**1. Leaping** — Allows the target to leap up to 30' laterally or 15' vertically in the round that the spell is cast. If a skill roll is required he gets a +30 bonus to his Jumping skill.

**2. Landing** — Allows the target to land safely after a fall up to 10' per level of the caster. If the fall is voluntarily and prepared GM might wish to extend the safe limit to up to 15' per level of caster.

**3. Feather Fall** — In this simplest form of “flying” the caster will become almost as if weightless and float with the winds. If there is no winds he will float slowly downwards without horizontal movement. If there is wind it will carry the target in whatever speed and direction it blow. Target “glides” at a downward rate of 20' per round.

**4. Leaving I** — Caster teleports the target to a point up to 100' away. There may be no intervening barriers between the target and the point. A “barrier” is defined as anything the target could not physically go through (e.g a closed door is a barrier, a pit is not).

**5. Levitation** — Caster may levitate up or down at a rate of 10' per round. This spell does not confer any ability to control horizontal movement.

**6. Leaving II** — As *Leaving I*, except movement range is 200'.

**8. Long Door I** — As *Leaving I*, except target may pass through barriers as long as the caster have been at the point of “landing” before or is able to see it.

**9. Leaving III** — As *Leaving I*, except movement range is 300'.

**10. Bird Shape Self** — Caster transforms himself into the shape of a bird and thus get the power of flight. The bird will be one of about 10% of the casters mass. He will only withstand half of his normal concussion hits and not be able to cast spells while in this form. His OB and DB in flight will be that of a large bird and speed of travel will be an average

of 300' per round. Any items larger or heavier than 3<sup>3</sup>/<sub>5</sub> lbs will be left on the ground when the transformation occurs.

**11. Long Door II** — As *Long Door I*, except movement range is 200'.

**13. Long Door III** — As *Long Door I*, except movement range is 300'.

**15. Long Door V** — As *Long Door I*, except movement range is 500'.

**16. Teleport I** — As *Long Door*, except range is 10 miles per level. This can be very risky depending on the caster's familiarity with the destination locale. He must have been there at least once for the spell to work. The following chances for failure exist: *Been briefly* (one hour or less) 25%; *Studied* (been in for 24 hours) 10%; *Studied carefully* (7 days) 5%; *Lived in* (for at least one year) 1%. In the case of a failure first determine the direction of the error (randomly) and then roll percentage to see how far of the total movement the target travelled.

**18. Teleport III** — As *Teleport I*, except up to 3 targets can be teleported at the same time (they must all be within 10' of the caster and will be teleported to the same location). The risk roll will be made for *each* person so it is not necessary so that all will be successfully moved to the destination point.

**20. Eagle Shape** — Caster transforms one lightly dressed target into the shape of an eagle thus giving him the power of flight. The eagle shape is about the size of the target, it may fly with a maximum speed of 100' per round, but start and landing is usually much slower (app. 10' rnd the first round, 20' round the second and 50' the third before reaching maximum speed). Someone transformed into an eagle may carry with him a maximum weight of 5% of his own mass. E.g a character weighing 180 lbs may carry a maximum of 9 lbs when in eagle form.

**25. Teleport V** — As *Teleport III*, except up to 5 targets may be teleported.

**30. Bird Shape True** — As *Bird Shape Self*, except that it can be cast on others and have a longer duration. If used on caster self he may chose any type/form of bird and can carry with him all equipment he would normally be able to carry.

**50. Teleport True** — As *Teleport I*, except that the movement range is unlimited.

**SPECIAL NOTES**

1) When using Bird Shape or Eagle Shape spells the target get an intuitive feeling for the duration of the spell, thus need not risk getting caught in mid-air when duration is up. If any acrobatic maneuvers are being done in air use the fly/glide skill to determine the result.