

Astrologer Base List 9.2.2

HOLY VISION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Starpaths	caster	C	self	I
2)	Star Vision I	caster	8 hours	self	I
3)	Origins	1 item	—	touch	I
4)	Text Analysis	1 text	—	touch	I
5)	Item Vision I	item	varies	touch	I
6)	Star Vision II	caster	4 hours	self	I
7)					
8)					
9)	Star Vision III	caster	2 hours	self	I
10)	Commune I	caster	—	self	I
11)					
12)	Origins True	1 item	—	touch	I
13)					
14)					
15)	Commune III	caster	C	self	I
16)					
17)					
18)					
19)					
20)	True Star Vision	caster	1 hour	self	I
25)	Commune True	caster	C	self	I
30)	Vision Mastery	caster	Varies	self	I
50)	High Prayer	caster	C	self	I

1. Starpaths — Caster (on a clear night, when stars are visible) gains perfect directional and distance sense. For the duration of this spell, he will always know where he is in relation to known landmarks.

2. Star Visions I — By observation of the stars caster may discern information otherwise unknown to him on a topic of his choosing. This spell must be cast on a clear, starlit night and take a full 8 hours to perform. Caster do not get a perfect answer, clear identities, whole solutions to problems; rather an indication on the correct way to proceed on the matter. Divination skill may be used to further interpret the visions given.

3. Origins — Gives a general idea of the place of origin of an item.

4. Text Analysis — Caster knows whether a text is cursed, what language it is in, and other general information; but only understand basic concepts of it.

5. Item Vision — Gives a vision of a significant event in the item's past.

6. Star Visions II — As *Star Visions I*, except casting time is shortened to 4 hours.

9. Star Visions III — As *Star Visions I*, except casting time is shortened to 2 hours.

10. Commune I — Caster receives (usually from his patron deity) a “yes” or a “no” to a question on a single topic. This spell may be used a maximum of once per day.

12. Origins True — As *Origins*, but caster gets clear vision of the location of origin of an item, including creator and approximate date.

15. Commune III — As *Commune I*, except caster receives answers to three questions.

20. True Star Vision — As *Star Vision I*, except casting time is only 1 hour.

25. Commune True — As *Commune I*, except caster can receive a more detailed answer (e.g., a name or short phrase) to a question involving only 1 concept.

30. Vision Mastery — As *True Star Vision*, except caster is able to manipulate his star vision to gain a clearer image (i.e gain more information on topic chosen). This information may include names, dates, solutions to problems etc, which is normally not produced by lower level spells. The casting time for this spell varies between 1-8 hours depending on the amount of information caster is trying to gain.

50. High Prayer — Caster receives detailed information from his deity on a single topic question.

SPECIAL NOTES

1) *Star Vision* and similar vision spells (i.e Dream) should be handled according to section 7.1.22 (RMSS Spell Law). As noted *Divination* skill can be used to help interpret the vision, making it clearer to caster, but still, to avoid upsetting the game balance, any answers from the stars should have a slightly “fuzzy” feeling to them. There must always remain the risk of misinterpretation, otherwise these kind of spells will be unforgivably powerful.