

## Closed Essence 3.2.3

### INVISIBLE WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Disappearance I	1 object	24 h	10'	E
2)	Unseen I	1 target	1 min/lvl	10'	E
3)	Disappearance II	2 objects	24 h	10'	E
4)	Invisibility I	1 target	1 min/lvl	10'	E
5)	Disappearance III	3 objects	24 h	10'	E
6)	Invisibility II	1 target	1 min/lvl	10'	E
7)	Disappearance IV	4 objects	24 h	10'	E
8)	Invisibility III	1 target	1 min/lvl	10'	E
9)	Disappearance V	5 objects	24 h	10'	E
10)	Unseen III	3 targets	1 min/lvl	10'	E
11)	Invisibility IV	1 target	1 min/lvl	10'	E
12)	Disappearance VI	6 objects	24 h	10'	E
13)	Unseen V	5 targets	1 min/lvl	10'	E
14)	Invisibility Radius I	10'R	1 min/lvl	self	E
15)	Disappearance VII	7 objects	24 h	10'	E
16)					
17)	Unseen X	10 targets	1 min/lvl	50'	E
18)	Extended Invisibility	1 target	1 hr/lvl	10'	E
19)	Disappearance VIII	8 objects	24 h	10'	E
20)	Invisibility Radius II	10'R	1 min/lvl	self	E
25)	Disappearance True	Varies	24 h	50'	E
30)	Mass Invisibility	1 target/lvl	1 min/lvl	50'	E
50)	True Invisibility	1 target	1 min/lvl	10'	E

**1. Disappearance I** — A single object (max size 10x10x10" or any combination thereof, max weight 10 lbs) is made invisible for the duration or until the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).

**2. Unseen I** — A single object is made invisible (1 garment, 1 naked body, etc.); until duration is up or the object is struck by a violent blow (as in *Disappearance I*).

**3. Disappearance II** — As *Disappearance I*, except up to two objects can be made invisible, size is limited to 2x2x2" or any combination thereof and max weight is 20 lbs.

**4. Invisibility I** — As *Unseen I*, except everything within 1' of the target is invisible as long as it is within 1' and none of the *Unseen I* termination conditions occur. See Special Notes section below.

**5. Disappearance III** — As *Disappearance I*, except up to three objects can be made invisible, size is limited to 3x3x3" or any combination thereof and max weight is 40 lbs.

**6. Invisibility II** — As *Invisibility I*, except the radius can vary up to 1' (chosen at the time of casting). This makes the invisible target harder to see. See Special Notes section below.

**7. Disappearance IV** — As *Disappearance I*, except up to four objects can be made invisible, size is limited to 4x4x4" or any combination thereof and max weight is 80 lbs.

**8. Invisibility III** — As *Invisibility I*, except the radius is 10'. I.e. this spell makes it possible to render invisible equipment like a 6' quarterstaff or spear. Still, only one living and moving being may be invisible under this spell.

**9. Disappearance V** — As *Disappearance I*, except up to five objects can be made invisible, size is limited to 5x5x5" or any combination thereof and max weight is 160 lbs.

**10. Unseen III** — As *Unseen I*, except 3 objects can be affected.

**11. Invisibility IV** — As *Invisibility III*, except the radius can vary up to 10' (chosen at the time of casting) which makes it harder to detect.

**12. Disappearance VI** — As *Disappearance I*, except up to six objects can be made invisible, size is limited to 6x6x6" or any combination thereof and max weight is 320 lbs.

**13. Unseen V** — As *Unseen I*, except 5 objects can be affected.

**14. Invisibility Radius I** — As *Invisibility III*, except that all living beings, along with equipment that stays with 10' of caster is rendered invisible. Once they stray outside the 10'R they will become fully visible and entering the radius again will not make a target invisible again.

**15. Disappearance VII** — As *Disappearance I*, except up to seven objects can be made invisible, size is limited to 7x7x7" or any combination thereof and max weight is 640 lbs.

**17. Unseen X** — As *Unseen I*, except up to 10 objects can be affected and range is 50'.

**18. Extended Invisibility** — As *Invisibility II*, except that duration is 1 hour per level.

**19. Disappearance VIII** — As *Disappearance I*, except up to eight objects can be made invisible, size is limited to 8x8x8" or any combination thereof and max weight is 1280 lbs.

**20. Invisibility Radius II** — As *Invisibility Radius I*, except radius can vary up to 20' (chosen at the time of casting) and all that can fit within radius and stay within radius is invisible for the duration.

**25. Disappearance True** — As *Disappearance I*, except as many objects as the caster's level may be affected, size is limited to 1x1x1"/lvl, maximum weight is limited to 100 lbs/lvl and range is 50'.

**30. Mass Invisibility** — As *Invisibility I*, except as many targets as the caster's level can be affected. Each target gets its own radius.

**50. True Invisibility** — As *Invisibility II*, except that the termination conditions are different. If the target attacks he is only visible for the round immediately following the attack. Violent blows do not affect this spell.

### SPECIAL NOTES

1) Only objects/beings totally contained in an *Invisibility Radius* spell at the time of casting become invisible; such an object/being would become visible upon totally leaving the radius; such an object/being would become visible upon violating the normal *Unseen/Invisibility* restrictions (e.g., attacking, receiving a violent blow, etc.), but the other objects/beings associated with the radius would remain invisible.

2) Two or more invisible beings in a radius of invisibility must make "coordination" rolls to attempt to move together; difficulty would be based upon the amount of communication (e.g., holding hands – routine; touching – easy; talking to one another – Medium; etc.).

3) Any solid material that enters an invisibility radius after casting will produce a “fringe effect” (i.e., will blur slightly, will seem slightly out of focus); potential observers may make a Perception roll to see if they notice the effects of the invisibility. If an observer is alert, suggested difficulties are:

**Absurd** — one being walking with a 1" radius about his person;

**Sheer Folly** — one being moving at faster than a walking pace with a 1" radius;

**Extremely Hard** — one being walking with a 1' radius about his person;

**Very Hard** — one being moving at faster than a walking pace with a 1' radius;

**Hard** — a 10'R or larger moving at a walking pace;

**Medium** — a 10'R or larger moving at faster than a walking pace.

4) If the invisibility is not moving there is an additional modification of -20. If the observer is within 10' of the fringe effect there is an additional modification of +20. Attacks against invisible targets are modified by at least -50, unless the attacker can *See Invisible*. However, the invisible target must be detected in some way before an attack can even be attempted (via the fringe effect, *Detect Invisible*, some disturbance, mental detection, etc.).

5) Casting a spell while invisible will cancel the invisibility spell.

### **BECOMING VISIBLE**

Invisibility is a very useful and powerful type of spell. Often an invisible character (or creature) attempting a moving maneuver has a chance of bumping into something or taking a jarring blow due to stumbling or landing. In such a case after the maneuver roll, we suggest that a roll be made and that the character becomes visible if the result is less than or equal to a certain value based upon the difficulty of the maneuver. The suggested values are:

*Routine* (no roll), *Easy* (02), *Light* (05), *Medium* (10), *Hard* (15), *Very Hard* (20), *Extremely Hard* (25), *Sheer Folly* (40), *Absurd* (50).

Of course if the character “falls” or “falls down” due to the result of the moving maneuver, he becomes visible. If the result is “fail to act” or “freeze”, no visibility roll is required.

### **SPECIAL EFFECTS ON INVISIBILITY**

Certain factors may improve perception rolls made to detect invisible objects or beings.

**Rain/Water**—Rain or water rushing on and over the area of effect of an invisibility spell will improve the chances of perceiving an invisible area through the heightened “fringe effect” of the rain passing through the radius limit. Modifications to any Perception rolls shift the difficulty of the maneuver by 2 to 3 “columns,” depending on the amount of water, size of the invisibility radius and lighting.

**Example:** *Wiffleball the Mad is trying to escape from his arch-nemesis, Luiss Vill the Slugar, by turning invisible and sneaking past him. Unfortunately, it is raining heavily, and what would ordinarily be an Extremely Hard maneuver for Luiss becomes a Medium maneuver instead.*

**Dust/Powder/Paint**—Any substance that will coat an object will do so normally with an invisible object. An invisible being covered in flour, for instance, would be visible as a white figure, allowing normal perception. Bonuses for perceiving an invisible object or being coated in this fashion

range involve a “column shift” of 4 to 6 degrees of difficulty, depending upon the degree of coverage and the ease of seeing the covering substance itself (e.g., coal dust covering an invisible being at night will not help as much as crimson paint during the day on a snowfield). Additionally, the fringe effect of a substance passing through the invisibility radius will produce a fringe effect as with rain/water above.