

Moon Mage Base List 8.31

MOON MADNESS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Mood Swing I	1 target	1 rd/5 fail	50'	Fm
2)	Mood Setting I	1 target	1 rd/5 fail	50'	Fm
3)	Sleep V	varies	varies	50'	Fm
4)					
5)	Insomnia	1 target	1 year/5 fail	50'	Fm
6)	Sleep X	varies	varies	50'	Fm
7)	Mood Swing III	3 targets	1 rd/5 fail	50'	Fm
8)	Mood Setting III	3 targets	1 rd/5 fail	50'	Fm
9)	Lord Sleep	varies	varies	50'	Fm
10)	Suicidal I	1 target	1 rnd (C)	50'	Fm
11)	Mood Swing V	5 targets	1 rd/5 fail	50'	Fm
12)	Mood Setting V	5 targets	1 rd/5 fail	50'	Fm
13)					
14)	Moon Blind	1 target	P	50'	Fm
15)	Moon Struck	1 target	P	50'	Fm
16)	Moon Madness	1 target	1 rd/5 fail	50'	Fm
17)					
18)					
19)					
20)	Mood Swing True	varies	1 rd/5 fail	50'	Fm
25)	Mood Setting True	varies	1 rd/5 fail	50'	Fm
30)	Suicidal True	varies	1 rd/lvl(C)	50'	Fm
50)	Lunacy	varies	1 rd/lvl	100'	Fm

1. Mood Swing I — Reverse the primary mood of the target. For example: if the targets is filled with rage, he becomes very calm; if the target is overcome with grief, he becomes overjoyed; hate reverses to love; fear reverse to courage; etc.

2. Mood Setting I — As *Mood Swing I*, except caster can choose the mood of his target (e.g., grief, shame, bashfulness, dirty, sad, glad, hungry, thirsty, joy, etc.).

3. Sleep V — Causes up to five levels of total target(s) to fall into a natural sleep. The caster must be able to see all targets. At the time of casting, the caster should designate target priority (i.e., affect target A; if levels are left, affect target B; etc.). The first 2 rounds of sleep are magical (the target cannot be awakened through normal means). Any targets involved stressful situations (combat, etc.) receive +20 to RR.

5. Insomnia — Target is cursed with insomnia. Whenever the moon is in casters preferred moon phase, the target is unable to sleep. This condition will normally last for 4 days at each occasion.

6. Sleep X — As *Sleep V*, except a total of 10 levels may be affected.

7. Mood Swing III — As *Mood Swing I*, except 3 targets are affected.

8. Mood Setting III — As *Mood Setting I*, except 3 targets are affected.

9. Lord Sleep — As *Sleep V*, except a total of 20 levels may be affected.

10. Suicidal I (m) — Influences the target to attempt suicide. Caster must concentrate for 1 round during which the suicide attempt is made. A suicide attempt usually confer an "E" critical on appropriate critical table, but could be lesser (i.e if target has nothing to harm himself with) or worse (i.e if able to jump off a 100' cliff).

11. Mood Swing V — As *Mood Swing I*, except 5 targets are affected.

12. Mood Setting V — As *Mood Setting I*, except 5 targets are affected.

14. Moon Blind — Caster curses the target to bad eyesight. During daylight hours target is blind. Only on a moonlit night can he see and the target's sight and perception varies based upon the phase of the moon and the caster's type (i.e., at night when the moon is up, using the modifiers in the *note 1* for this list, the effect is: x0 = totally blind, x0,25 = can see with 25% perception bonus, x0,5 = can see with a 50% perception bonus, x0,75 = can see with a 75% perception bonus or x1 = can see with full bonus.

15. Moon Struck (m) — Each time the caster's favored moon is up (i.e, x1 power) the target of this curse will go on an eating and drinking spree for several hours. When the moon reaches its highest point in the sky, the target will go running wildly into any open area under the moon. The target will continue to run about until totally exhausted, at which point he will fall into a deep sleep.

16. Moon Madness (m) — Target is enraged and becomes a berserker; use *frenzy* guidelines.

20. Mood Swing True — As *Mood Swing I*, except 1 target per 3 lvls of caster are affected (i.e a 20th lvl caster could affect 6 targets).

25. Mood Setting True — As *Mood Setting I*, except 1 target per 3 lvls of caster are affected.

30. Suicidal True (m) — As *Suicidal I*, except for duration and caster may concentrate on another target each round (or the same target each round, should target survive the first attempt). Each round confers a new RR.

50. Lunacy — Enables caster to use one spell per round from below 20th lvl on this list.

SPECIAL NOTES

1) Some of the spells on this list are spectacular, but to balance this all Moon Mage Base lists are affected by the moon and it's phases. There are three basic types of Moon Mastery (each Moon Mage has to chose one type of Moon Mastery at initiation) with modifiers based upon the phase of the moon:

	Light	Grey	Dark
Full Moon	x1	x0,25	x0
3/4 Moon	x0,75	x0,5	x0,25
Half Moon	x0,5	x1	x0,5
1/4 Moon	x0,25	x0,5	x0,75
New Moon	x0	x0,25	x1

2) The duration, range and effects of Moon Mage spells are modified based upon type of Moon Mastery and phase of the moon (see above). For example, Lord Sleep, cast by a grey based Moon Mage under a full moon (x0,25), will sleep only 5 levels of total targets and have a range of only 12,5'.

3) The spells marked with an (m) will only work when the caster is outside at night and the moon is up.

4) *Mood Swing* and *Mood Setting* spells effects vary depending upon the exact type of "mood" being, established. In most cases, this will yield a positive or negative modification for most given action, depending upon whether the action corresponds to the mood (+) or opposes it (-). It is recommended that the modification be +5/-5 for every 3 levels of the caster (round down). Hence a 7th level Moon Mage would adjust his target's overall performance with a +10 or -10

modifier, (e.g., the mood, "frightened", in a combat situation would give a target a -10 modification if he stays to fight and a +10 if he flees.)